FANDOM
FAN CENTRAL BETA
GAMES
ANIME
MOVIES
TV
VIDEO
WIKIS
START A WIKI

Bestiary

EDIT

The following is a compilation of the various creatures that inhabit the world, many of which are classified as monsters and are often the targets of Witcher contracts. Please note that this list will not include most standard animal groups that would be common sense features in the world, such as fish, insects, birds, vermin etc. Each creature is categorised into a species,of which are listed below:

- Amphibian - Amphibians are creatures such as crocodiles and frogs, that are capable of survival both on land and in the water. Unlike standard beasts though, they usually possess more monstrous attributes that separate them from their non-magical cousins.
- Aquatic - An Aquatic is a beast that lives in the sea, and is incapable of land survival. Unlike regular sea creatures however, they possess often monstrous features.
- Arachnoid - Unlike their Insectoid cousins, Arachnoids are easily indentifiable by their eight limbs, as opposed to the maximum of six that Insectoids may have. They also usually have multiple sets of eyes and large abdomens.
- Avian - A hypernym for groups of monsters with bird-like appearances, covered in feathers as opposed to scales like Draconids.
- Beast - Beasts are creatures that fall under largely domesticated animals such as dogs, cats and horses. However, this does not guarantee that every animal in this category will be friendly towards humanoids. It is also a collective term for any non-magical creature.
- Canine - A hypernym for creatures akin to dogs, wolves, jackals etc, save for their more deadly nature and appearance.
- Cervidae - A hypernym for beasts akin to animals such as deer, moose and stags, four legged creatures with horns growing from their heads and largely herbivorous.
- Crustacean - Nickamed 'Insectoids of the sea' and much like beasts such as crabs and lobsters, these creatures usually possess hard shells, large claws and scuttle about in a manner no other animal does. They favour areas near the ocean, although as with all creatures and habitats, there are exceptions to this rule.
- Cursed Ones - Creatures and humanoids who are the subject of a curse, placed either directly or indirectly upon them.
- Draconid - Draconid is a hypernym used to refer to a number of large semi-reptiles, usually possessing six limbs: four legs and a pair of wings, although sometimes only two legs. Another difference between ornithosaurs and draconids is that whereas the former are beasts ruled by instincts, the latter may possess intelligence enough to converse, though again there is an expection to this rule.
- Dragon - Dragons are flying monsters, which are said to represent the forces of Chaos. Apart from cats, dragons are the only creatures known to absorb magical energy.

Many people consider them to be the single greatest enemy of the human race and many legends revolve around the beasts. However, the primary motivation for hunting dragons tends not to be the preservation of the human race, but plundering their legendary hoards of treasure. People's fear of these creatures is

Popular Pages


Calendar


MBTI Types


Races


Alchemy


Geralt of Rivia

Follow on IG | TikTok | Join Fan Lab | Check out Fandom Quizzes and cha

largely misplaced as the simpler folk cannot distinguish dragons from other flying reptiles.

Dragons are divided into different types, loosely by colour: green, red and black. Dragons are also the source of many alchemical materials, especially their tears and teeth, which are used in the manufacture of medicine and elixirs, and blood, which is used in cosmetics. The tail is considered a great delicacy in some parts.

There are also legends of golden dragons, but most people believe these to be fanciful tales and not fact.

- Elementa - Creatures brought to life by a combination of magic and either one or several of the natural elements of the world.
- Flora - A hypernym for plant-like creatures, that to the untrained eye may appear perfectly innocent, but given a chance will consume that which they crave so; flesh.
- Hybrid - Hybrid is a hypernym used to refer to creatures who appear to be the blend two or more creatures fused together, for example, a Griffin, part lion and part eagle.
- Insectoid - Insectoid is a hypernym used to refer to insect-like monsters that are generally found in forests and fields (in the case of centipedes), and swamps (kikimora).
- Necrophage - Necrophage is a hypernym used to refer to monsters that generally haunt cemeteries and battlefields, places where dead bodies lay, eating the remains. Some, however, have decided they have no qualms about being the ones to fill the area with corpses instead of just being carrion crows.
- Ogroid - Ogroids are varieties of creatures named after and similar to orgres, although varying in size.
- Ornithosaur - Large semi-reptiles that can be considered Dragon-kin, these creatures often possess scaly hides but lack wings. Unlike their more intelligent Draconid cousins, Ornithosaurs are completely bereft of anything but pure animalistic instinct and are usually far more aggressive and dangerous.
- Primate - Primates are anything that resemble beasts such as monkeys, gorillas and other tropical, tree dwelling mammals.
- Relict - Creatures that fall under this catergory are often what one would describe as true monsters, usually (although not always) far more twisted than other species. Creatures under this class also include mythical or legendary beasts.
- Rodent - A hypernym used to refer to monsters akin to to smaller vermin, mice, rats and other larger beasts such as beavers.
- Serpent - Serpents are snake-like creatures of a more monstrous nature than their beast counterparts. They are adapted to living on the land, as opposed to their sea-dwelling cousins.
- Specter - The terms Ghost or Specter are both hypernyms used to refer to spectral creatures that generally haunt cemeteries and crypts. Sometimes, however, the specters are tethered to a certain person or a place; some unfinished business keeping them trapped in the mortal plane.
- Ursine - Ursine is a hypernym used to refer to creatures of a bear-like appearance, but with more monstrous appearances.
- Worm - Large worms that mainly inhabit sewers and are used to clean them of garbage. While most are harmless, there are some which have mutated and pose a dangerous threat to any who come across them. Occasionaly, larger specimens are also found in deserts, bogs and swamps.
- Vampire - Vampire is a hypernym used to refer to a number of creatures that thrive on blood, which contains their victims' life force.

Height Scale:

- Tiny - Domestic cat sized or smaller

- Small - Large dog sized
- Medium - Average human sized
- Large - Substantially taller than a human
- Huge - Several storeys tall
- Gigantic - Enormous in height, rivalling or excelling the length of a whale

Temperament Scale:

- Docile - No record or very few of attacks on other life
- Low - Will only attack if aggitated or threatened
- Medium - Will attack if threatend, hungry, territory invaded or sometimes at random
- High - Has a high record on attacks on most forms of life
- Violent - Attacks every moving thing on sight

Threat Scale:

- Low - Little threat posed
- Medium - Average threat posed
- High - High risk posed
- Substantial - Very high threat posed
- Critical - Near-certain death posed

Contents [hide]

1. Abiorugu
   1.1. Classification
   1.2. Occurence
   1.3. Height
   1.4. Temperament
   1.5. Threat
   1.6. Description
   1.7. Combat Tactics
2. Acperos
   2.1. Classification
   2.2. Occurence
   2.3. Height
   2.4. Temperament
   2.5. Threat
   2.6. Description
   2.7. Combat Tactics
3. Agnaktor
   3.1. Classification
   3.2. Occurence
   3.3. Height
   3.4. Temperament
   3.5. Threat
   3.6. Description
   3.7. Combat Tactics
4. Alghoul
   4.1. Classification
   4.2. Occurence
   4.3. Height
   4.4. Temperament
   4.5. Threat
   4.6. Description

4.7. Combat Tactics
5. Alp
5.1. Classification
5.2. Occurence
5.3. Height
5.4. Temperament
5.5. Threat
5.6. Description
5.7. Combat Tactics
6. Amatsu
6.1. Classification
6.2. Occurence
6.3. Height
6.4. Temperament
6.5. Threat
6.6. Description
6.7. Combat Tactics
7. Amonkhet
7.1. Classification
7.2. Occurence
7.3. Height
7.4. Temperament
7.5. Threat
7.6. Description
7.7. Combat Tactics
8. Anorupatisu
8.1. Classification
8.2. Occurence
8.3. Height
8.4. Temperament
8.5. Threat
8.6. Description
8.7. Combat Tactics
9. Aptonoth
9.1. Classification
9.2. Occurence
9.3. Height
9.4. Temperament
9.5. Threat
9.6. Description
9.7. Combat Tactics
10. Arachas
10.1. Classification
10.2. Occurence
10.3. Height
10.4. Temperament
10.5. Threat
10.6. Description
10.7. Combat Tactics
11. Arachnomorph
11.1. Classification
11.2. Occurence
11.3. Height

11.4. Temperament
11.5. Threat
11.6. Description
11.7. Combat Tactics
12. Arachonomorph Colossi
12.1. Classification
12.2. Occurence
12.3. Height
12.4. Temperament
12.5. Threat
12.6. Description
12.7. Combat Tactics
13. Archespore
13.1. Classification
13.2. Occurence
13.3. Height
13.4. Temperament
13.5. Threat
13.6. Description
13.7. Combat Tactics
14. Armoured Arachas
14.1. Classification
14.2. Occurence
14.3. Height
14.4. Temperament
14.5. Threat
14.6. Description
14.7. Combat Tactics
15. Armoured Shredder
15.1. Classification
15.2. Occurence
15.3. Height
15.4. Temperament
15.5. Threat
15.6. Description
15.7. Combat Tactics
16. Astalos
16.1. Classification
16.2. Occurence
16.3. Height
16.4. Temperament
16.5. Threat
16.6. Description
16.7. Combat Tactics
17. Azuros
17.1. Classification
17.2. Occurence
17.3. Height
17.4. Temperament
17.5. Threat
17.6. Description
17.7. Combat Tactics

18. Baelide
18.1. Classification
18.2. Occurence
18.3. Height
18.4. Temperament
18.5. Threat
18.6. Description
18.7. Combat Tactics
19. Bakuga
19.1. Classification
19.2. Occurence
19.3. Height
19.4. Temperament
19.5. Threat
19.6. Description
20. Banshee
20.1. Classification
20.2. Occurence
20.3. Height
20.4. Temperament
20.5. Threat
20.6. Description
20.7. Combat Tactics
21. Barbiros
21.1. Classification
21.2. Occurence
21.3. Height
21.4. Temperament
21.5. Threat
21.6. Description
21.7. Combat Tactics
22. Barghest
22.1. Classification
22.2. Occurence
22.3. Height
22.4. Temperament
22.5. Threat
22.6. Description
22.7. Combat Tactics
23. Barioth
23.1. Classification
23.2. Occurence
23.3. Height
23.4. Temperament
23.5. Threat
23.6. Description
23.7. Combat Tactics
24. Baruragaru
24.1. Classification
24.2. Occurence
24.3. Height
24.4. Temperament
24.5. Threat

24.6. Description
24.7. Combat Tactics
25. Basilisk
25.1. Classification
25.2. Occurence
25.3. Height
25.4. Temperament
25.5. Threat
25.6. Description
25.7. Combat Tactics
26. Bear
26.1. Classification
26.2. Occurence
26.3. Height
26.4. Temperament
26.5. Threat
26.6. Description
26.7. Combat Technique
27. Behemoth
27.1. Classification
27.2. Occurence
27.3. Height
27.4. Temperament
27.5. Threat
27.6. Description
27.7. Combat Tactics
28. Berserker
28.1. Classification
28.2. Occurence
28.3. Height
28.4. Temperament
28.5. Threat
28.6. Description
28.7. Combat Tactics
29. Blangonga
29.1. Classification
29.2. Occurence
29.3. Height
29.4. Temperament
29.5. Threat
29.6. Description
29.7. Combat Tactics
30. Bloedzuiger
30.1. Classification
30.2. Occurence
30.3. Height
30.4. Temperament
30.5. Threat
30.6. Description
30.7. Combat Tactics
31. Botchling
31.1. Classification

31.2. Occurence
31.3. Height
31.4. Temperament
31.5. Threat
31.6. Description
31.7. Combat Tactics
32. Brachydios
32.1. Classification
32.2. Occurence
32.3. Height
32.4. Temperament
32.5. Threat
32.6. Description
32.7. Combat Tactics
33. Broodmother
33.1. Occurence
33.2. Height
33.3. Temperament
33.4. Threat
33.5. Description
33.6. Combat Tactics
34. Bruxa
34.1. Classification
34.2. Occurence
34.3. Height
34.4. Temperament
34.5. Threat
34.6. Description
34.7. Combat Tactics
35. Caeserber
35.1. Classification
35.2. Occurence
35.3. Height
35.4. Temperament
35.5. Threat
35.6. Description
35.7. Combat Tactics
36. Camel
36.1. Classification
36.2. Occurence
36.3. Height
36.4. Description
37. Carapaceon
37.1. Classification
37.2. Occurence
37.3. Height
37.4. Temperament
37.5. Threat
37.6. Description
37.7. Combat Tactics
38. Cat
38.1. Classification
38.2. Occurence

38.3. Height
38.4. Description
39. Ceadeus
39.1. Classification
39.2. Occurence
39.3. Height
39.4. Temperament
39.5. Threat
39.6. Description
39.7. Combat Tactics
40. Ceanataur
40.1. Classification
40.2. Occurence
40.3. Height
40.4. Temperament
40.5. Threat
40.6. Description
40.7. Combat Tactics
41. Cerberus
41.1. Classification
41.2. Occurence
41.3. Height
41.4. Temperament
41.5. Threat
41.6. Description
41.7. Combat Tactics
42. Chameleos
42.1. Classification
42.2. Occurence
42.3. Height
42.4. Temperament
42.5. Threat
42.6. Description
42.7. Combat Tactics
43. Chickadai
43.1. Classification
43.2. Occurence
43.3. Height
43.4. Temperament
43.5. Threat
43.6. Description
43.7. Combat Tactics
44. Chimera
44.1. Classification
44.2. Occurence
44.3. Height
44.4. Temperament
44.5. Threat
44.6. Description
44.7. Combat Tactics
45. Chort
45.1. Classification

45.2. Occurence
45.3. Height
45.4. Temperament
45.5. Threat
45.6. Description
45.7. Combat Tactics
46. Cockatrice
46.1. Classification
46.2. Occurence
46.3. Height
46.4. Temperament
46.5. Threat
46.6. Description
46.7. Combat Tactics
47. Crocodile
47.1. Classification
47.2. Occurence
47.3. Height
47.4. Temperament
47.5. Threat
47.6. Description
47.7. Combat Tactics
48. Crones
48.1. Classification
48.2. Occurence
48.3. Height
48.4. Temperament
48.5. Threat
48.6. Description
49. Cyclops
49.1. Classification
49.2. Occurence
49.3. Height
49.4. Temperament
49.5. Threat
49.6. Description
49.7. Combat Tactics
50. Dah'ren
50.1. Classification
50.2. Occurence
50.3. Height
50.4. Temperament
50.5. Threat
50.6. Description
50.7. Combat Tactics
51. Dalamadur
51.1. Classification
51.2. Occurence
51.3. Height
51.4. Temperament
51.5. Threat
51.6. Description
51.7. Combat Tactics

52. Deku Baba
52.1. Classification
52.2. Occurence
52.3. Height
52.4. Temperament
52.5. Threat
52.6. Description
52.7. Combat Tactics
53. Delex
53.1. Classification
53.2. Occurence
53.3. Height
53.4. Temperament
53.5. Threat
53.6. Description
53.7. Combat Tactics
54. Deviljho
54.1. Classification
54.2. Occurence
54.3. Height
54.4. Temperament
54.5. Threat
54.6. Description
54.7. Combat Tactics
55. Diorekkusu
55.1. Classification
55.2. Occurence
55.3. Height
55.4. Temperament
55.5. Threat
55.6. Description
55.7. Combat Tactics
56. Dire Rat
56.1. Classification
56.2. Occurence
56.3. Height
56.4. Temperament
56.5. Threat
56.6. Description
56.7. Combat Tactics
57. Dog
57.1. Classification
57.2. Occurence
57.3. Height
57.4. Temperament
57.5. Threat
57.6. Description
57.7. Combat Tactics
58. Doragyurosu
58.1. Classification
58.2. Occurence
58.3. Height

58.4. Temperament
58.5. Threat
58.6. Description
58.7. Combat Tactics
59. Dragon
59.1. Classifaction
59.2. Occurence
59.3. Height
59.4. Temperament
59.5. Threat
59.6. Description
59.7. Combat Tactics
60. Drenda
60.1. Classification
60.2. Occurence
60.3. Height
60.4. Temperament
60.5. Threat
60.6. Description
60.7. Combat Tactics
61. Drowner
61.1. Classification
61.2. Occurence
61.3. Height
61.4. Temperament
61.5. Threat
61.6. Description
61.7. Combat Tactics
62. Earth Elemental
62.1. Classification
62.2. Occurence
62.3. Height
62.4. Temperament
62.5. Threat
62.6. Description
62.7. Combat Tactics
63. Echinops
63.1. Classification
63.2. Occurence
63.3. Height
63.4. Temperament
63.5. Threat
63.6. Description
63.7. Combat Tactics
64. Ekimmara
64.1. Classification
64.2. Occurence
64.3. Height
64.4. Temperament
64.5. Threat
64.6. Description
64.7. Combat Tactics
65. Endrega Drone

65.1. Classification
65.2. Occurence
65.3. Height
65.4. Temperament
65.5. Threat
65.6. Description
65.7. Combat Tactics
66. Endrega Warrior
66.1. Classifications
66.2. Occurence
66.3. Height
66.4. Temperament
66.5. Threat
66.6. Description
66.7. Combat Tactics
67. Endrega Worker
67.1. Classification
67.2. Occurence
67.3. Height
67.4. Temperament
67.5. Threat
67.6. Description
67.7. Combat Tactics
68. Ent
68.1. Classification
68.2. Occurence
68.3. Height
68.4. Temperament
68.5. Threat
68.6. Description
68.7. Combat Tactics
69. Erynia
69.1. Classification
69.2. Occurence
69.3. Height
69.4. Temperament
69.5. Threat
69.6. Description
69.7. Combat Tactics
70. Fendog
70.1. Classification
70.2. Occurence
70.3. Height
70.4. Temperament
70.5. Threat
70.6. Description
70.7. Combat Tactics
71. Fiend
71.1. Classification
71.2. Occurence
71.3. Height
71.4. Temperament

71.5. Threat
71.6. Description
71.7. Combat Tactics
72. Fire Elemental
72.1. Classification
72.2. Occurence
72.3. Height
72.4. Temperament
72.5. Threat
72.6. Description
72.7. Combat Tactics
73. Fleder
73.1. Classification
73.2. Occurence
73.3. Height
73.4. Temperament
73.5. Threat
73.6. Description
73.7. Combat Tactics
74. Foglet
74.1. Classification
74.2. Occurence
74.3. Height
74.4. Temperament
74.5. Threat
74.6. Description
74.7. Combat Tactics
75. Forktail
75.1. Classification
75.2. Occurence
75.3. Height
75.4. Temperament
75.5. Threat
75.6. Description
75.7. Combat Tactics
76. Foul Flower
76.1. Classification
76.2. Occurence
76.3. Height
76.4. Temperament
76.5. Threat
76.6. Description
76.7. Combat Tactics
77. Gammoth
77.1. Classification
77.2. Occurence
77.3. Height
77.4. Temperament
77.5. Threat
77.6. Description
77.7. Combat Tactics
78. Garkain
78.1. Classification

78.2. Occurence
78.3. Height
78.4. Temperament
78.5. Threat
78.6. Description
78.7. Combat Tactics
79. Gargoyle
79.1. Classification
79.2. Occurence
79.3. Height
79.4. Temperament
79.5. Threat
79.6. Description
79.7. Combat Tactics
80. Garm
80.1. Classification
80.2. Occurence
80.3. Height
80.4. Temperament
80.5. Threat
80.6. Description
80.7. Combat Tactics
81. Gavua
81.1. Classification
81.2. Occurence
81.3. Height
81.4. Temperament
81.5. Threat
81.6. Description
81.7. Combat Tactics
82. Ghoul
82.1. Classification
82.2. Occurence
82.3. Height
82.4. Temperament
82.5. Threat
82.6. Description
82.7. Combat Tactics
83. Giant
83.1. Classification
83.2. Occurence
83.3. Height
83.4. Temperament
83.5. Threat
83.6. Description
83.7. Combat Tactics
84. Giant Centipede
84.1. Classification
84.2. Occurence
84.3. Height
84.4. Temperament
84.5. Threat

84.6. Description
84.7. Combat Tactics
85. Giant Scorpion
85.1. Classification
85.2. Occurence
85.3. Height
85.4. Temperament
85.5. Threat
85.6. Description
85.7. Combat Tactics
86. Giant Toad
86.1. Classification
86.2. Occurence
86.3. Height
86.4. Temperament
86.5. Threat
86.6. Description
86.7. Combat Tactics
87. Glavenus
87.1.
87.2. Classification
87.3. Occurence
87.4. Height
87.5. Temperament
87.6. Threat
87.7. Description
87.8. Combat Tactics
88. Goblin
88.1. Classification
88.2. Occurence
88.3. Height
88.4. Temperament
88.5. Threat
88.6. Description
88.7. Combat Tactics
89. Gobul
89.1. Classification
89.2. Occurence
89.3. Height
89.4. Temperament
89.5. Threat
89.6. Description
89.7. Combat Tactics
90. Gogomoa
90.1. Classification
90.2. Occurence
90.3. Height
90.4. Temperament
90.5. Threat
90.6. Description
90.7. Combat Tactics
91. Goldbeard Ceadeus
91.1. Classification

91.2. Occurence
91.3. Height
91.4. Temperament
91.5. Threat
91.6. Description
91.7. Combat Tactics
92. Golem
92.1. Classification
92.2. Occurence
92.3. Height
92.4. Temperament
92.5. Threat
92.6. Description
92.7. Combat Tactics
93. Goliath
93.1. Classification
93.2. Occurence
93.3. Height
93.4. Temperament
93.5. Threat
93.6. Description
93.7. Combat Tactics
94. Gorgon
94.1. Classification
94.2. Occurence
94.3. Height
94.4. Temperament
94.5. Threat
94.6. Description
94.7. Combat Tactics
95. Grand Zinogre
95.1. Classification
95.2. Occurence
95.3. Height
95.4. Temperament
95.5. Threat
95.6. Description
95.7. Combat Tactics
96. Grave Hag
96.1. Classification
96.2. Occurence
96.3. Height
96.4. Temperament
96.5. Threat
96.6. Description
96.7. Combat Tactics
97. Grecko
97.1. Classification
97.2. Occurence
97.3. Height
97.4. Temperament
97.5. Threat

97.6. Description
97.7. Combat Tactics
98. Grick
98.1. Classification
98.2. Occurence
98.3. Height
98.4. Temperament
98.5. Threat
98.6. Description
98.7. Combat Tactics
99. Griffin
99.1. Classification
99.2. Occurence
99.3. height
99.4. Temperament
99.5. Threat
99.6. Description
99.7. Combat Tactics
100. Harpy
100.1. Classification
100.2. Occurence
100.3. Height
100.4. Temperament
100.5. Threat
100.6. Description
100.7. Combat Tactics
101. Haruna
101.1. Classification
101.2. Occurence
101.3. Height
101.4. Temperament
101.5. Threat
101.6. Description
101.7. Combat Tactics
102. Hellblade
102.1. Classification
102.2. Occurence
102.3. Height
102.4. Temperament
102.5. Threat
102.6. Description
102.7. Combat Tactics
103. Higher Vampire
103.1. Classification
103.2. Occurence
103.3. Height
103.4. Temperament
103.5. Threat
103.6. Description
103.7. Combat Tactics
104. Horse
104.1. Classification
104.2. Occurence

104.3. Height
104.4. Description
105. Hound of the Wild Hunt
105.1. Classification
105.2. Occurence
105.3. Height
105.4. Temperament
105.5. Threat
105.6. Description
105.7. Combat Tactics
106. Hydra
106.1. Classification
106.2. Occurence
106.3. Height
106.4. Temperament
106.5. Threat
106.6. Description
106.7. Combat Tactics
107. Hym
107.1. Classification
107.2. Occurence
107.3. Height
107.4. Temperament
107.5. Threat
107.6. Description
107.7. Combat Tactics
108. Ice Troll
108.1. Classification
108.2. Occurence
108.3. Height
108.4. Temperament
108.5. Threat
108.6. Description
108.7. Combat Tactics
109. Iguanadon
109.1. Classification
109.2. Occurence
109.3. Height
109.4. Temperament
109.5. Threat
109.6. Description
109.7. Combat Tactics
110. Islander
110.1. Classification
110.2. Occurence
110.3. Height
110.4. Temperament
110.5. Threat
110.6. Description
110.7. Combat Tactics
111. Itolai
111.1. Classification

111.2. Occurence
111.3. Height
111.4. Temperament
111.5. Threat
111.6. Description
111.7. Combat Tactics
112. Katakan
112.1. Classification
112.2. Occurence
112.3. Height
112.4. Temperament
112.5. Threat
112.6. Description
112.7. Combat Tactics
113. Kelbi
113.1. Classification
113.2. Occurence
113.3. Height
113.4. Temperament
113.5. Threat
113.6. Description
113.7. Combat Tactics
114. Khezu
114.1. Classification
114.2. Occurence
114.3. Height
114.4. Temperament
114.5. Threat
114.6. Description
114.7. Combat Tactics
115. Kikimore Warrior
115.1. Classification
115.2. Occurence
115.3. Height
115.4. Temperament
115.5. Threat
115.6. Description
115.7. Combat Tactics
116. Kikimore Worker
116.1. Classification
116.2. Occurence
116.3. Height
116.4. Temperament
116.5. Threat
116.6. Description
116.7. Combat Tactics
117. Kirin
117.1. Classification
117.2. Occurence
117.3. Height
117.4. Temperament
117.5. Threat
117.6. Description

117.7. Combat Tactics
118. Konchu
118.1. Classification
118.2. Occurence
118.3. Height
118.4. Temperament
118.5. Threat
118.6. Description
118.7. Combat Tactics
119. Lagiacrus
119.1. Classification
119.2. Occurence
119.3. Height
119.4. Temperament
119.5. Threat
119.6. Description
119.7. Combat Tactics
120. Lagroth
120.1. Classification
120.2. Occurence
120.3. Height
120.4. Temperament
120.5. Threat
120.6. Description
120.7. Combat Tactics
121. Lapidia
121.1. Classification
121.2. Occurence
121.3. Height
121.4. Temperament
121.5. Threat
121.6. Description
121.7. Combat Tactics
122. Larinoth
122.1. Classification
122.2. Occurence
122.3. Height
122.4. Temperament
122.5. Threat
122.6. Description
122.7. Combat Tactics
123. Leshen
123.1. Classification
123.2. Occurence
123.3. Height
123.4. Temperament
123.5. Threat
123.6. Description
123.7. Combat Tactics
124. Leviathan
124.1. Classification
124.2. Occurence

124.3. Height
124.4. Temperament
124.5. Threat
124.6. Description
124.7. Combat Tactics
125. Lion
125.1. Classification
125.2. Occurence
125.3. Height
125.4. Temperament
125.5. Threat
125.6. Description
125.7. Combat Tactics
126. Maccao
126.1. Classification
126.2. Occurence
126.3. Height
126.4. Temperament
126.5. Threat
126.6. Description
126.7. Combat Tactics
127. Malboro
127.1. Classification
127.2. Occurence
127.3. Height
127.4. Temperament
127.5. Threat
127.6. Description
127.7. Combat Tactics
128. Mammoth
128.1. Classification
128.2. Occurence
128.3. Height
128.4. Temperament
128.5. Threat
128.6. Description
128.7. Combat Tactics
129. Mermaid
129.1. Classification
129.2. Occurence
129.3. Height
129.4. Temperament
129.5. Threat
129.6. Description
129.7. Combat Tactics
130. Midogaron
130.1. Classification
130.2. Occurence
130.3. Height
130.4. Temperament
130.5. Threat
130.6. Description
130.7. Combat Tactics

131. Mizutsune
131.1. Classification
131.2. Occurence
131.3. Height
131.4. Temperament
131.5. Threat
131.6. Description
131.7. Combat Tactics
132. Musium
132.1. Classification
132.2. Occurence
132.3. Height
132.4. Temperament
132.5. Threat
132.6. Description
132.7. Combat Tactics
133. Myconid
133.1. Classification
133.2. Occurence
133.3. Height
133.4. Temperament
133.5. Threat
133.6. Description
133.7. Combat Tactics
134. Najarala
134.1. Classification
134.2. Occurence
134.3. Height
134.4. Temperament
134.5. Threat
134.6. Description
134.7. Combat Tactics
135. Nargacuga
135.1. Classification
135.2. Occurence
135.3. Height
135.4. Temperament
135.5. Threat
135.6. Description
135.7. Combat Tactics
136. Nekker
136.1. Classification
136.2. Occurence
136.3. Height
136.4. Temperament
136.5. Threat
136.6. Description
136.7. Combat Tactics
137. Nightwraith
137.1. Classification
137.2. Occurence
137.3. Height

137.4. Temperament
137.5. Threat
137.6. Description
137.7. Combat Tactics
138. Noonwraith
138.1. Classification
138.2. Occurence
138.3. Height
138.4. Temperament
138.5. Threat
138.6. Description
138.7. Combat Tactics
139. Nymph
139.1. Classification
139.2. Occurence
139.3. Height
139.4. Temperament
139.5. Threat
139.6. Description
139.7. Combat Tactics
140. Ogre
140.1. Classification
140.2. Occurence
140.3. Height
140.4. Temperament
140.5. Threat
140.6. Description
140.7. Combat Tactics
141. Omega Chimera
141.1. Classification
141.2. Occurence
141.3. Height
141.4. Temperament
141.5. Threat
141.6. Description
141.7. Combat Tactics
142. Orchidia
142.1. Classification
142.2. Occurence
142.3. Height
142.4. Temperament
142.5. Threat
142.6. Description
142.7. Combat Tactics
143. Panther
143.1. Classification
143.2. Occurence
143.3. Height
143.4. Temperament
143.5. Threat
143.6. Description
143.7. Combat Tactics
144. Plaga

144.1. Classification
144.2. Occurence
144.3. Height
144.4. Temperament
144.5. Threat
144.6. Description
144.7. Combat Tactics
145. Plague Maiden
145.1. Classification
145.2. Occurence
145.3. Height
145.4. Temperament
145.5. Threat
145.6. Description
145.7. Combat Tactics
146. Plesioth
146.1. Classification
146.2. Occurence
146.3. Height
146.4. Temperament
146.5. Threat
146.6. Description
146.7. Combat Tactics
147. Pokaradon
147.1. Classification
147.2. Occurence
147.3. Height
147.4. Temperament
147.5. Threat
147.6. Description
147.7. Combat Tactics
148. Protofleder
148.1. Classification
148.2. Occurence
148.3. Height
148.4. Temperament
148.5. Threat
148.6. Description
148.7. Combat Tactics
149. Pteraketos
149.1. Classification
149.2. Occurence
149.3. Height
149.4. Temperament
149.5. Threat
149.6. Description
149.7. Combat Tactics
150. Rathar
150.1. Classification
150.2. Occurence
150.3. Height
150.4. Temperament

150.5. Threat
150.6. Description
150.7. Combat Tactics
151. Reaper
151.1. Classification
151.2. Occurence
151.3. Height
151.4. Temperament
151.5. Threat
151.6. Description
151.7. Combat Tactics
152. Rock Troll
152.1. Classification
152.2. Occurence
152.3. Height
152.4. Temperament
152.5. Threat
152.6. Description
152.7. Combat Tactics
153. Rotfiend
153.1. Classification
153.2. Occurence
153.3. Height
153.4. Temperament
153.5. Threat
153.6. Description
153.7. Combat Tactics
154. Scurver
154.1. Classification
154.2. Occurence
154.3. Height
154.4. Temperament
154.5. Threat
154.6. Description
154.7. Combat Tactics
155. Shaelmaar
155.1. Classification
155.2. Occurence
155.3. Height
155.4. Temperament
155.5. Threat
155.6. Description
155.7. Combat Tactics
156. Siren
156.1. Classification
156.2. Occurence
156.3. Height
156.4. Temperament
156.5. Threat
156.6. Description
156.7. Combat Tactics
157. Skeleton
157.1. Classification

157.2. Occurence
157.3. Height
157.4. Temperament
157.5. Threat
157.6. Description
157.7. Combat Tactics
158. Slav
158.1. Classification
158.2. Occurence
158.3. Height
158.4. Temperament
158.5. Threat
158.6. Description
158.7. Combat Tactics
159. Slicemargl
159.1. Classification
159.2. Occurence
159.3. Height
159.4. Temperament
159.5. Threat
159.6. Description
159.7. Combat Tactics
160. Spriggan
160.1. Classification
160.2. Occurence
160.3. Height
160.4. Temperament
160.5. Threat
160.6. Description
160.7. Combat Tactics
161. Squibbit
161.1. Classification
161.2. Occurence
161.3. Height
161.4. Temperament
161.5. Threat
161.6. Description
162. Striga
162.1. Classification
162.2. Occurence
162.3. Height
162.4. Temperament
162.5. Threat
162.6. Description
162.7. Tactics
163. Stygian
163.1. Classification
163.2. Occurence
163.3. Height
163.4. Temperament
163.5. Threat
163.6. Description

163.7. Combat Tactics
164. Succubus
164.1. Classification
164.2. Occurence
164.3. Height
164.4. Temperament
164.5. Threat
164.6. Description
164.7. Combat Tactics
165. Sylvan
165.1. Classification
165.2. Occurence
165.3. Height
165.4. Temperament
165.5. Threat
165.6. Description
165.7. Combat Tactics
166. Temnoceran
166.1. Classification
166.2. Occurence
166.3. Height
166.4. Temperament
166.5. Threat
166.6. Description
166.7. Combat Tactics
167. Tiger
167.1. Classification
167.2. Occurence
167.3. Height
167.4. Temperament
167.5. Threat
167.6. Description
167.7. Combat Tactics
168. Titan
168.1. Classification
168.2. Occurence
168.3. Height
168.4. Temperament
168.5. Threat
168.6. Description
168.7. Combat Tactics
169. Tusked Wyvern
169.1. Classification
169.2. Occurence
169.3. Height
169.4. Temperament
169.5. Threat
169.6. Description
169.7. Combat Tactics
170. Ulfhedinn
170.1. Classification
170.2. Occurence
170.3. Height

170.4. Temperament
170.5. Threat
170.6. Description
170.7. Combat Tactics
171. Undead
171.1. Classification
171.2. Occurence
171.3. Height
171.4. Temperament
171.5. Threat
171.6. Description
171.7. Combat Tactics
172. Undead Alpha
172.1. Classification
172.2. Occurence
172.3. Height
172.4. Temperament
172.5. Threat
172.6. Description
172.7. Combat Tactics
173. Unicorn
173.1. Classification
173.2. Occurence
173.3. Height
173.4. Temperament
173.5. Threat
173.6. Description
173.7. Combat Tactics
174. Venomous Arachas
174.1. Classification
174.2. Occurence
174.3. Height
174.4. Temperament
174.5. Threat
174.6. Description
174.7. Combat Tactics
175. Water Hag
175.1. Classification
175.2. Occurence
175.3. Height
175.4. Temperament
175.5. Threat
175.6. Description
175.7. Combat Tactics
176. Wendigo
176.1. Classification
176.2. Occurence
176.3. Height
176.4. Temperament
176.5. Threat
176.6. Description
176.7. Combat Tactics

177. Werewolf
177.1. Classification
177.2. Occurence
177.3. Height
177.4. Temperament
177.5. Threat
177.6. Description
177.7. Combat Tactics
178. Wight
178.1. Classification
178.2. Occurence
178.3. Height
178.4. Temperament
178.5. Threat
178.6. Description
178.7. Combat Tactics
179. Wild Boar
179.1. Classification
179.2. Occurence
179.3. Height
179.4. Temperament
179.5. Threat
179.6. Description
179.7. Combat Tactics
180. The Wild Hunt
180.1. Classification
180.2. Description
181. Wolf
181.1. Classification
181.2. Occurence
181.3. Height
181.4. Temperament
181.5. Threat
181.6. Description
181.7. Combat Tactics
182. Wraith
182.1. Classification
182.2. Occurence
182.3. Height
182.4. Temperament
182.5. Threat
182.6. Description
182.7. Combat Tactics
183. Wyvern
183.1. Classification
183.2. Occurence
183.3. Height
183.4. Temperament
183.5. Threat
183.6. Description
183.7. Combat Tactics
184. Zeugl
184.1. Classification

184.2. Occurence
184.3. Height
184.4. Temperament
184.5. Threat
184.6. Description
184.7. Combat Tactics
185. Zinogre
185.1. Classification
185.2. Occurence
185.3. Height
185.4. Temperament
185.5. Threat
185.6. Description
185.7. Combat Tactics
186. Zorse
186.1. Classification
186.2. Occurence
186.3. Height
186.4. Temperament
186.5. Threat
186.6. Description



Abiorugu

Classification

Ornithosaur

Occurence

Found in dry, arid places, such as the Korath Desert.

Height

Large

Temperament

Medium

Threat

Medium

Description

"An Abiorugu is a desert dwelling Ornithosaur, and one of the few of it's collective species to stand upright on it's hind legs, in which it can reach up to eight feet tall, although it is capable of using all four limbs to chase after prey. The creature is marked by it's burnished golden scales, with it's creamy underbelly and orange horns, claws and tail tip.

Combat Tactics

"If one comes across an Abiorugu they should remain calm, for the creature is not an overly aggressive one despite its appearance. Back away slowly, or if that fails and the Abiorugu attacks, the quickest way to end a fight would be to strike at it's heart, which it's soft underbelly thankfully makes entirely vulnerable. Avoid the tail at all cost above else however, as it is both extremely powerful and carries a bladed tip, easily capable of slicing through bone."

Acperos

Classification

Ornithosaur

Occurence

Dry plains and deserts

Height

Medium

Temperament

Low

Threat

Medium

Description

"One of the few Ornithosaur specimens to not resemble their Draconid cousins as such, the Acperos resembles something akin to a walking fortress. Clad over almost the entirety of its body in thick, scaly armour, their defence is as strong as their offence, with spikes growing out of their sides that they use to ram opponents, and a large spiked tail that presents a deadly threat to anything that comes near it."

Combat Tactics

"Thanfully despite its appearance, the Acperos is a largely docile creature, happy to let bygones be bygones and any approach nearby. However, if the beast feels threatened, it will attack and spare no mercy, using its head spikes and mace-like tail to brutal effect. The beast is slow however, and a Witcher with precise timing can easily avoid its blows. If the creature must be put down, then an ideal solution is to cast Yrden, then strike at the soft underbelly."

Agnaktor

Classification

Worm

Occurence

Frozen plains, tundras and snow covered mountains.

Height

Small

Temperament

Violent

Threat

Medium

Description

"Nefarious for the injuries and deaths of many a traveller of frozen lands, Agnaktors blend in perfectly with their environments and as such are masters of surprise. They lie in silence waiting for their prey, and will attack nearly anything within a close vicinity of them, regardless of size. Agnaktors are highly territorial yet will side with others of their species to take down larger prey."

Combat Tactics

"While highly aggressive, the Agnaktor is relatively easy to dispatch, being extremely vulnerable to fire. However, be sure to keep them at a distance, as they have an unexpected range of attack, and their bite can deliver symptoms of frostbite."

Alghoul

Classification

Necrophage

Occurence

Battlefields and any location where a large number of corpses can be found in shallow graves or left out to rot.

Height

Small

Temperament

High

Threat

Medium

Description

"Alghouls differ from normal ghouls in size, strength, colouring and, most importantly, intelligence. Whereas ghouls and graveirs are primitive creatures unfit to plan even the simplest ambush, alghouls and their kindred (such as cemetaurs) are capable of forethought, and are thus much more dangerous.

Ghouls seem to possess wits enough to at least know a brighter mind when they see it, and so let alghouls and cemetaurs lead their packs. A pack so led will terrorize all in its path, attacking not only lone travelers but also caravans and even farmsteads. When encountering such a pack the alghoul should be eliminated as a first priority, leaving the other beasts for once their leader is gone. One should be particularly careful when fighting alghouls around dusk and at night, when they fight with doubled strength.

During combat alghouls and cemetaurs try risky maneuvers aimed at knocking their opponents to the ground so the others can finish the job by

tearing them to shreds. Like a normal ghoul, an injured alghoul can fall into a frenzy and attack with blind fury. An experienced witcher knows to get out of its way on such occasions and strike from behind, while for an inexperienced witcher, such a turn of events often marks the end of his Path."

Combat Tactics

"Alghouls are smarter and more powerful than Ghouls or Graveirs, making them the greatest threat in a Ghoul pack. An otherwise coordinated pack becomes less so once the alghoul has been dealt with. Axii forces the spines on an alghoul to retract after a few seconds, with the added benefit of temporarily stunning the creature.

An Alghoul can emit a piercing scream to stun nearby victims, as well as send nearby Ghouls into a raging frenzy. When enraged, an alghoul grows spines on its back. This makes attacking it a very dangerous proposition, as the spines are harmful if you use melee attacks.

Alp

Classification

Vampire

Occurence

In close vicinity of human settlements, usually in abandoned buildings nearby.

Height

Medium

Temperament

High

Threat

High

Description

"No other monster inspires so many myths and fallacies as the alp. People believe that this vampire is able to turn into a black dog or a venomous toad. They mistake alps for succubi, believing them to be lecherous and inclined to seduce handsome young men. Folk tales describe their charm and their beautiful, seductive voices, as well as their loathing of virgins. What is true beyond any doubt is that they move noiselessly and attack by surprise, rarely giving their victims as much as a chance to scream in terror."

Combat Tactics

"Similar to with Bruxae, knocking an Alp down with Aard may allow you to finish it in one strike. Otherwise, coat your sword with Vampire Oil and maybe drink some Black Blood. Alps are extremely fast and prefer dodging to blocking unlike Bruxae. They also often jump out of sight to either drop down on you or prepare their shriek.

It is advisable not to waste too much time trying to chase down or go toe-to-toe with an Alp. Avoid the shriek, otherwise try to stay in place and block, preferably with an Yrden sign down."

Amatsu

Classification

Aquatic

Occurence

Deep oceans.

Height

Medium

Temperament

Medium

Threat

Medium

Description

"A near all white creature of the sea, the Amatsu resembles a serpent, with its long singular body. The golden headtails serve as an attraction towards its prey, usually fish and other sealife, though it has been known to attack humans on occasion. "

Combat Tactics

"As with all seadwellers, combat is made difficult due to the lack of being able to wield a sword nor use signs effectively. A crossbow could provide some damage although it is generally advised, as with most creatures of the ocean to avoid combat if it can be helped."

Amonkhet

Classification

Relict

Occurence

Plains of all kinds

Height

Huge

Temperament

High

Threat

Substantial

Description

"Fearsome in both appearance and aggresion, the Amonkhet is a towering beast with a near insaitable appetite for meat in whatever form, be it a wandering woodland creature or a battalion of soldiers. Unique to it among any monster are the rings that form around its neck and limbs. While many thinks these simply bizarre decorations, each ring is razor sharp and can be used as a weapon."

Combat Tactics

"Any confrontation with an Amonkhet should not be taken lightly. It takes a tremendous amount to take one of these beasts down, even for multiple Witchers working alongside one another. The only sign of any use in this fight would be

that of Quen, to shield oneself from the Amonkhet's gargantuan strength. Stomps, claw and tail swipes are the trademark attacks this monster uses and although not hard to avoid due to the beast's massive size and slow movements, they can cause catastrophic damage. To bring the beast down is a risky job, as one must climb atop it, and drive their sword through the neck and sever the arteries. Although the stomach could be gutted, standing underneath the beast is asking for death, and even if one were to succeed, they would be crushed by the monster's falling organs."

Anorupatisu

Classification

Draconid

Occurence

Found out at sea, with nests made on cliffsides.

Height

Small

Temperament

High

Threat

Medium

Description

"Unusual for a member of the Draconid family, this creature can be found out at sea almost exclusively, feeding on fish and seabirds alike, or if they happen to stumble out too far on a bad day, humans. Their blue scales can reflect of both the sky and the sea, giving them a tactical advantage to appear almost camoflauged against their prey."

Combat Tactics

"These flying beasts will make short work of any seaborne Witcher if they are not careful. They hunt in packs of at least five at a time, and use their bladed noses to spear their prey. If that wasn't enough, they also possess lethally sharp teeth and ridges of bony spikes across the front of their wings.

If possible, remove the nose from the body first, or kill them outright in a single blow by piercing the underbelly or removing the head. Speed is of the essence, as the creatures are devilishly fast, so ones timing has to be perfect."

Aptonoth

Classification

Ornithosaur

Occurence

Grassy plains.

Height

Huge

Temperament

Docile

Threat

Low

Description

"Few monsters can be considered truly herbivorous, yet an Aptonoth is one of them. A creature of peace, it is near ignorant of other life around it, happy to be left to its own device. So massive is the beast that it feels little in the way of smaller creatures attacks due to its size and thick scales."

Combat Tactics

"The only time an Aptonoth will cause a threat is when their life or the lives of their children are at risk, something most creatures cannot pull off. However, when the action is succesful, these beasts can cause massive damage and run amok, especially if located near a humanoid settlement. While generally they can be ushered back to their peaceful ways, if they do need to be put down it is no easy task. As with most larger monsters, attacks can be made to the arteries or the stomach, as signs will have little use save Quen."

Arachas

Classification

Insectoid

Occurence

Woodlands and Swamps

Height

Medium

Temperament

Medium

Threat

Medium

Description

"Powerful pincers, a maw filled with razor-sharp teeth and venom glands packed with deadly toxins — these creatures constitute the arachas' deadly arsenal. Since people and farm animals make up an important part of these creatures' diet, contracts on arachasae in turn constitute an important source of witcher coin.

> *Once native to the far south, this invasive species migrated north over the course of decades, adjusting as it went to new climates and temperatures. It found damp woodlands and swamps most hospitable and made them its home, making use of the much and moss found there as blankets during its winter hiberation. The arachas hides its unprotected, sack-like abdomen under a covering of hollow tree-trunks worn on its back.*
> *At first glance, a stationary arachas often looks like a part of the forest undergrowth, a fact it uses to deadly advantage when hunting. It usually begins a battle by spitting venom, then tries to grab its prey with prehensile feelers in order to drag it within reach of its crushing pincers."*

Combat Tactics

"The Arachas hits hard plus its attacks are laced with poison. If one attempts to run away or keep a distance from this overgrown spider it will respond by shooting a sticky web stream which binds one in place for a few seconds allowing the Arachas to charge in. Blindly hacking away at the Arachas from the front is unwise as it will cover itself with its pincers to mitigate damage and open you up to a vicious counter-attack which can knock down.

Because of its size, Aard isn't going to knock it down no matter how high the Sign intensity. The other Signs are effective; Igni can immolate the Arachas allowing one to get in 1-2 strong hits, Quen nullifies the damage from one attack, Yrden slows the insect down to facilitate flanking and Axii keeps the Arachas pacified long enough to get into position for a slash at its less-protected rear.

The armoured arachas and venomous arachas can be fought using the same strategies and tactics as a regular Arachas, the only difference being the former taking more hits to go down while the latter's venom makes Golden Oriole a necessity for neutralising the potent poison."

Arachnomorph

Classification

Arachnoid

Occurence

Dark secluded caves and Swamps

Height

Small - Large

Temperament

High

Threat

High

Description

"True, the tillers of the earth and fellers of trees need not fear them in their daily labors, for arachnomorphs, as distant, post-Conjunction cousins of common spiders, strongly prefer deep, dark caves and unfrequented sodden swamps. Anyone who does come across them, however, had best hope his conscience is clear and his worldly affairs are in order, for his life shall soon end, as not even the fastest man in the world can outrun them and only a few witchers can hope to slay them. Even worse are the more aggressive and dangerous kind known as arachnomorph colossi, which are capable of devouring an entire ox in seconds."

Combat Tactics

"Those who venture into an arachnomorph lair had better have a clear conscience and checked everything off his/her bucket list. For these large spiders don't shy away from human meat, they're considered so dangerous that few witchers are capable of killing them. There is an even larger arachnomorph known as collossi, capable of eating a whole ox within seconds.

When fighting these creatures the rule of thumb is to stay mobile, while this applies to fighting all monsters the spiders have the ability to spit webbing that can stop one in his/her tracks, leaving him/her vulnerable to further attack; they always charge in for a hit while you're tangled in the webs. The spiders attack as

one when the odds are in their favor, but when one starts to attack they retreat at quite a surprising speed leaving tone frustratingly out of reach, spitting the webbing whenever they can. This is one of the most effective uses of in-and-out guerrilla warfare seen by any monster type, so your main goal will be to to slow them down one-by-one to hit them while dodging the attacks and web shots of the others. Yrden is especially useful, for it slows and hurts arachnomorphs, igni too can set the creatures alight and buy yourself some time to combat the rest. If started at very close range the Whirl attack can usually keep smaller arachnomorphs off-balance enough to constantly keep them in range until dead,however the big ones will usually be able to jump out of range or counterattack you and stop your attack.

Aard and Axii are also useful to disable the spiders so you can close in the for the kill, though be wary of unstunned spiders closing on you while you try to dispatch other targets. These spiders like caves, yet while venturing in the world they can be encountered in forests."

Arachonomorph Colossi

Classification

Arachnoid

Occurence

Caves, mines and other dark secluded places.

Height

Huge

Temperament

Violent

Threat

Critical

Description

"The Arachnomorph Colossi is a true thing of terror, growing up to near twenty metres in height and a horrific legspan of fifty metres. Where Arachnomorphs are dangerous, the Colossi is near-fatal to even the most seasoned warrior."

Combat Tactics

"Despite the monster's size, it can move at lightning speeds and with its thirteen eyes, can see everything around it with complete clarity, even in pitch darkness. The Cat potion is recommended for engaging one of these terrors, as so the Witcher is able to gain a matching perception in the dark. There are many ways a Witcher may die at the hands of a Colossi, but few ways they may kill one. The monster however does have one particular weakness; the abdomen. If a Witcher is able to split it, then the beast will be drained of it's lifeblood. Still, a dying Colssi is even more dangerous than normal, as it will become frenzied and cause as much destruction around it as possible."

Archespore

Classification

Cursed Ones

Occurence

Archespores grow in places where particularly cruel crimes have been committed, or on the tombs of the victims of such crimes. They tend to be nocturnal.

Height

Tiny - Small

Temperament

High

Threat

Medium

Description

"Archespores look like gigantic, aesthetically unpleasing flowers with some of the traits of exceptionally cruel and bloodthirsty sundews. They are, however, far more dangerous that even the most colossal sundew. Their peculiar appearance makes them practically impossible to discern amidsts other plants. By the time one draws close enough to realise what they are, it is often too late to flee.

According to popular belief, archespores are cursed plants grown in soil fertilized by the blood of the dying. They are most often found in places which in the past saw pogroms, bloody rituals or cruel murders. Four types of archespore have been catalogued to date, differing from one another in terms of coloring: brown (the least dangerous), green and purple (the most dangerous). The final variant, said to have been cultivated by ages from Ban Ard, is the yellow archespore, whose strength is similar to that of its green-coloured-cousins.

Regardless of color, all archespores fight using similar methods: attacking with powerful, jaw-like leaves. If their victim is out of reach, they can also spray caustic acid which if it makes any contact whatsoever with the skin, can provoke a reaction similar to that caused by severe poisoning.

Like other plants, all archespores are extremely vulnerable to fire, which is one of the most effective methods of fighting them. Silver also works well, as does any sort of shock wave. Archespores do not like strong vibrations, which cause them to flee underground at once. Due to the nature of their origins, oil damaging to cursed beings can also be useful against them."

Combat Tactics

"Archespores have several deadly techniques in killing those who come too close. From a distance, they shoot a poisonous venom that not only causes substantial damage, but will sap your energy. Their pods can explode, releasing poison. The creature can also lunge forward if one gets too close. They also have the ability to quickly sink into the ground and appear some distance elsewhere, effectively the same as a teleport move of other enemies. They will do this if one manages to land several attacks in a row and will leave a pod where they sank into the ground; if you don't immediately roll away it will explode in one's face causing more damage. Fighting several of them in a group can be very tricky with all of the ranged poison spits from different directions and laying of explosive pods all over the place; never stay still in this situation.

If one manages to destroy the pods, the archespore will put its head in the ground to root elsewhere; it is especially vulnerable at this time. Archespores are vulnerable to cursed oil, Aard sign and Igni Sign. It is also important to take Golden Oriole is possible."

Armoured Arachas

Classification

Insectoid

Occurence

Woodlands and Swamps.

Height

Medium

Temperament

Medium

Threat

Medium

Description

"An arachas' only weakness is its soft, sensitive abdomen. Some arachasae hide this under hollow tree stumps, while other, "armoured" varieties exist which have grown a thick carapace that covers all the more delicate parts of their bodies.

> *An armoured arachas is a true behemoth. It uses its enormous mass to knock over and trample its victims then devours their crushed remains. Like all arachasae, it is highly venomous, and this Golden Oriole should always be consumed before fighting it.*
> *It is also worthwhile to stock up on healing potions and crossbow bolts before setting out, for this arachas' thick plating can withstand a great deal of damage, making battles with it a long and exhausting affair."*

Combat Tactics

"Once provoked, arachasae of both varieties quickly attempt to close the gap between them and their prey, either by skittering across the ground, leaping at their victim, or by spitting a sticky secretion and dragging the unlucky soul to them. In close combat an arachas is brutal and fast, its sharp foreclaws lashing out at incredible speeds. Skilled witchers can actually parry these strikes and temporarily stun them.

If both forelegs are raised and its mouth is exposed, the arachas strikes with such force that no man, or witcher, alive can hope to stop it. This happens with such speed that the attack may still strike true even if the victim knows it's coming. Golden Oriole is a must against all insectoids. Bites from an arachas are inherently venomous. They're also fond of spitting venom at distant targets.

Yrden can slow arachasae down just enough that melee combat is made simpler. Good bolts for a crossbow can be of great help against arachasae, particularly when they open their mouths wide. The armored variety of arachasae can resist sword strikes even more than the other species. The carapace surrounding their abdomens are particularly problematic."

Armoured Shredder

Classification

Crustacean

Occurence

As with their distant cousins Arachas, they seemingly favour woodlands and swamps, although like Endregas they will also inhabit caves and dark enclosures, though there have been Shredders found out by bays and seashores.

Height

Tiny - Small

Temperament

High

Threat

Medium

Description

"The Armoured Shredder, as it is aptly called with its razor sharp teeth and crushing front fangs, is a curious looking creature. For some strange reason, evolution decreed it that its eyes be covered by its own exoskeleton, making them all but useless. A bizarre mix of beige, blue and purple, it definitely is one of the more vibrant members of the Crustacean family."

Combat Tactics

"As with most Insectoids, these menaces hunt in groups, and a Witcher could soon find him or herself surrounded by them, as if you spot one of these, there will no doubt be at least ten nearby. Fortunately, they lack much physical power and have a relatively short reach, so can be kept at bay quite easily. As with most Insectoids, Igni works particularly well, as does a telekinetic blast of aard. Knock them over onto their backs, and then use your sword to stab down into their bellies."

Astalos

Classification

Draconid

Occurence

Rocky outcrops.

Height

Medium

Temperament

Medium

Threat

Medium

Description

"No one is sure of how this Draconid exerts the reddish energy from its body, or what exactly it achieves, as it has not proven harmful. There are those who have theorised that is some form of vitality unique to the creature. Regardless, coupled with its law-like tail and sinister glowing eyes, it gives the monster a menacing appearance."

Combat Tactics

"While not the most dangerous of difficult adversary a Witcher will come across, one should be aware of the beast's beak,talons and most of all, its giant claw appendage at the tip of the tail, which can function as both a claw and a mace. Remove this, and the fight should prove relatively easy, with beheading being the optimum tactic."

Azuros

Classification

Ursine

Occurence

Mountain regions though ocassionally forests and riversides.

Height

Large

Temperament

Medium

Threat

High

Description

"At first glance, one may take the Azuros for a simple bear, especially if it is hunched over on all fours. However, from the chest down, the Azuros's fur is of a blue hue, while its front paws are covered in a rock-like substance with spikes growing out from them."

Combat Tactics

"An Azuros will utilise its mighty strength in combat, that of which is far greater than any bear, or even a Berserker. The front paws are incredibly powerful, capable of smashing through rock and wood with ease. Like dealing with bears however, the Axii sign can temporarily stun the Azuros, allowing a Witcher to move in for the kill."

Baelide

Classification

Crustacean

Occurence

Near bodies of water.

Height

Medium

Temperament

Medium

Threat

Medium

Description

"One would be forgiven for thinking these strange animals are some form of Insectoid, and stem from the same line as perhaps more armoured Arachas. In fact, they are classed as Crustaceans, being closer to crabs. A tough and rigid exoskelton covers nearly every part of their body, with a few scarce recordings stating that underneath lies a blue soft skin."

Combat Tactics

"Baelides can be tricky, given their almost entirely body. They will attack any aggressors or food with the shovel-like coverings on their forearms, ramming them before striking them with the spikes that cover their tops and bottoms. A careful Witcher should aim to take their time, and when they see an opening, thrust their blade into the beast's mouth."

Bakuga

Classification

Amphibian

Occurence

Fresh bodies of water and nearby surroundings.

Height

Medium

Temperament

High

Threat

High

Description

"One would be forgiven for taking these animals as crocodiles at first glance, until they would see the crystalline rocks jutting from their scales. Cunningly, these crytal-like decorations are a result of the Bakuga's evolution over the millenia, and used as a destraction to their prey before they strike."

Combat Tactics

"Whereas crocodiles are fairly docile if left alone, Bakugas are unforunately far more aggressive, and will attack anything in sight, even a creature much bigger than them. Upon a Bakuga attack, a Witcher should keep their distance, watching out for the creature's thrashing tail, which with the crystalline shards, can act as a mace. Yrden is advised for precaution, as even the most careful monster hunter may receieve a stray tail blow. Once in melee range of the beast, a quick thrust of your sword between the Bakugas neck and spine will snuff out their life."

Banshee

Classification

Specter

Occurence

Cemetaries and Shallow Graves of Women.

Height

Medium

Temperament

High

Threat

High

Description

"Old gossips claim beann'shies are the spirits of women stuck between life and death due to traumatic experiences. Their wails and howls are considered ill omens of imminent, inevitable death, though they are said not to attack the living themselves. Most often they appear in the form of pale, tear-streaked women with shriveled faces and wrinkled, corpse-like bodies."

Combat Tactics

"Safest way to kill the beann'shie is to sidestep its claw attacks and retaliate with quick strikes laced with spectre oil. Use Quen to mitigate damage whenever possible and try to get rid of the skeleton nuisances with area-of-effect attacks striking this spectre at the same time."

Barbiros

Classification

Ursine

Occurence

Near sources of warmth, such as volcanoes.

Height

Large

Temperament

High

Threat

High

Description

"Like their cousins the Azuros, the Barbiros could mistaken for a regular bear from a distance. Though they have the same blue fur, their forearms and hair a red in colour. The tallest member of the Ursine family, they are also the most aggressive and deadly to encounter."

Combat Tactics

"While a Witcher should use familiar tactics for all Ursine family members, the Barbiros should be approached with the utmost caution, as they have the power of fire at their disposal, and are stronger than even an Azuros. Most importantly, Igni would be the worst sign to use for combatting one of these monsters, as the flames would only serve to empower them."

Barghest

Classification

Specter

Occurence

Barghests are spectral hounds which can be found stalking crossroads in particular when night falls.

Height

Samll

Temperament

High

Threat

Medium

Description

"Folk of simple or superstitious minds claim committing particularly rotten acts will bring down the wrath of the gods in the form of “barghests,” phantom dogs which stalk the roads at night. Even if this were their origin, barghests saints and sinners alike would need fear barghests, for they attack both with equal ferocity. Witchers rarely believe in the gods, but they do accept that barghests exist and are always connected with some sequence of tragic events that happened in the past. Their explanation, however, holds that barghests result from a curse or a concentration of ill will.

> *Barghests, like wolves, are stronger in packs. Together they surround their prey, leaping at it and tearing it apart with their teeth. If their prey defends itself too determinedly, they strike it with a blast of phantom fire. Since they are fast and agile, they can easily evade attacks directed at them.*
> *They cannot be burned, but fire hurts them as if they were of flesh and blood. The Axii Sign also works on them.*

Combat Tactics

"Barghests usually appear in packs like dogs and wolves and behave simillary, with two major difference. They occasionally charge at a victim in great speed, temporally blinding them. Also, when being attacked, they sometimes counterattack by spitting fire towards their victim, potentially setting them ablaze. Barghests tend to use their special attacks more often when in pack, so try to single them out one by one might make the fight a little easier.

Quen can be used to protect one from the flame. Barghests glow up a little before they charge, so keep an eye on them for a good timing to dodge. Yrden can slow the monster down, but can't help much more. Barghest is immune to burning and bleeding but is vulnerable to specter oil."

Barioth

Classification

Draconid

Occurence

Found on mountain trails and off the beaten paths.

Height

Medium - Large

Temperament

Medium

Threat

Medium

Description

"Easily recognisable with it's pure white scaled body and oversized orange fangs, the Barioth is a medium sized Draconid, approximately the size of a tall human, albeit walking on all fours."

Combat Tactics

"While there are Draconids who can pose significant problems for even the hardiest Witcher, the Barioth is relatively docile. If however they do attack, flight is one thing that would not have to be worried about, as the Barioth is incapable of such a thing. They are slow moving creatures, and so are relatively easy to dispatch with a blade."

Baruragaru

Classification

Ornithosaur

Occurence

Near bodies of water.

Height

Large

Temperament

Low

Threat

Medium

Description

"Rare is an Ornithosuar who dwells by rivers and lakes, but a Baruragaru is one of them. With a blue and white scaled body, with red fur across its head and back, the Baruragaru is suprisingly a relatively low-key monster, and is happy to often be left alone, only becoming aggressive when a threat is placed upon it."

Combat Tactics

"The beast poses small in the way of a threat to a Witcher, as it is both a slow moving and relatively limited in the way of its attacks. The only thinfs to watch out for are its bite, and its powerful tail, which it will lash an opponent with. Use Axii to stun the monster and the ndeliver a slash to its jugular."

Basilisk

Classification

Draconid

Occurence

Basilisks dwell within dark and damp locations—cellars, caves, and city sewers tend to be their preferred places.

Height

Large

Temperament

High

Threat

High

Description

"Contrary to popular belief, basilisks cannot turn anything to stone with their gaze. That is small comfort, however, given that their acid, venom, claws and teeth provide them many other ways to kill.

Basilisks love dark, damp places such as cellars, caves and city sewers. They hunt by day, waiting patiently in hiding for their prey to come, then jump out in a flash to unleash a deadly attack.

> *When preparing to fight such a creature one should drink Golden Oriole, which will provide resistance to its venom, and also prepare Dancing Star or shrapnel bombs, which work particularly well against basilisks.*
> *Basilisk leather is a highly-valued material used to make fashionable shoes and women's handbags. For this reason many men, their courage girded by goldlust, take to hunting them. Most of these hunts end in disaster, but some do manage to bag their prey, which has led to a drastic decline in this creature's numbers in recent years. Some mages and druids are of the opinion that basilisks should be included in programs meant to safeguard dying species. Everyone else thinks those mages and druids have gone completely mad."*

Combat Tactics

"Despite their appearance, basilisks are vulnerable to Igni and other means of using fire against them such as Dancing Star bombs. A well timed bomb or burst of Igni can not only bring down a flying basilisk to ground level, but distract the beast from being able to properly defend itself. They are skilled at using their wings and the talons on their feet in a similar fashion to that of the Cockatrice.

While in combat with Witchers they have been observed parrying sword strikes with their wings and then leaping up in to the air to land near devastating overhead blows with their claws. It can also leap up in to the air, hover momentarily, and spit acid at their opponent from above."

Bear

Classification

Beast

Occurence

Every major wilderness region of the world, with the exception of some that prefer colder climates.

Height

Large

Temperament

Medium

Threat

High

Description

"Bears are omnivores - meaning men find a place in their diet beside berries, roots and salmon. When they snack on humans, they most frequently partake of the meat of travelers unwittingly trespassing on their territory, or else that of hunters for whom besting such a creature is a lifelong ambition.

> *There are several subspecies of bears - black bears, polar bears and cave bears - which differ from one another in coloring as well as in size and strength. All share one trait in common, however: a near-unmatched ability to kill."*

Combat Technique

"Any bear will prove to be an admirable foe, they possess great vitality, amazing strength and are quick to anger if you find yourself within their territory. It is best to avoid a head on attack with a bear, try and dodge the swipes of their claws and cut at their flanks.

The signs Igni and Yrden are not necessarily weaknesses, however they do have their uses when going up against a bear. Igni can be used to light the bear on fire, which will temporarily stun it and allow you to move in for flanking strikes. Yrden can be used to slow the bear down just enough to make it easier on you to evade their paws.

Axii is a perfect choice against a bear since bears are almost always found alone. One cast and it's stunned, letting you get in a couple of good hits before it counterattacks and then you can dodge backwards out of range. Then wait until your stamina recharges and repeat until dead. While fighting a bear, if it stands up on its hind legs, it is about to smash to the ground with its fore-paws. When doing this they can come down with such force, that even a veteran Witcher can be knocked to their backside.

Ultimately bears are very territorial, just stepping inside their domain can and will incite aggression, but if you spot the bear early enough it can be fairly easy to avoid a fight."

Behemoth

Classification

Relict

Occurence

Usually found wandering grassy plains, though can also be found in forests.

Height

Huge

Temperament

High

Threat

Critical

Description

"The Behemoth is one of the Contient's largest land based monsters and the alphas of the species known as King Behemoths can reach up to thirty metres in height and sixty in length. And that is when they are on all four limbs. Behemoths tend to have a mix of purple and grey fur, as well as a large fin on their backs and a pair of gigantic horns. King Behemoths tend to be more black in colour and as mentioned, much larger in proportion."

Combat Tactics

"If a Witcher is to ever come across a Behemoth, he or she should pray that the beast is well fed. If that is the case, then they will be utterly ignored. However, should the beast be on the prowl for food, you will have to contend with one of the deadliest predators in the known world. Cutting down a Behemoth is no easy feat, even for the most experienced Witcher, as all five signs a monster hunter would utilise would prove near useless in this situation.

It is advised to drink several potions before hunting a Behemoth, including Blizzard and Thunderbolt, as well as to apply Relict Oil to a blade. Devil's Puffball can be used to slwoly poison the Behemoth, but the most effective tactic is to slowly but surely bleed the beast to death, by landing cut after cut to it. But on should beware; although a Behemoth's gargantuan size affects its speed, it's physical prowess is almost unmatchable, being able to fell trees and smash through walls with little effort. A wayward stroke can easily cause instant death, and so anyone taking on one of those monstrosities must use the utmost caution at all times."

Berserker

Classification

Cursed Ones

Occurence

The Skellige Islands

Height

Large

Temperament

Violent

Threat

High

Description

"Skellige legends speak of men known as berserkers who transform into bears when overwhelmed by battle rage. In doing so, they lose all self-awareness and are driven by a bloodlust which they must satiate in order to return to human form. Few believe these blood-curdling tales, however, not even in Skellige, where the inhabitants usually treat even the least probable legends with the utmost gravity. This indicates either that berserkers are in fact mere figments of mead-sodden imaginations, or else that they have learned to hide their abilities from the rest of the islanders.

The skalds' ballads indicate a berserker transformed in the heat of battle cannot be distinguised from a true-born bear. Only minute anatomical details – such s the shape of their tongues and teeth – reveal their secret. Descriptions of their fighting prowess paint them as invulnerable to pain and able to heal any wound received almost at once.
If these men-turned-bears truly do exist, one can suppose that, like werewolves and lycanthropes, they are particularly vulnerable to oils that harm cursed creatured. But if we are to give credence to ancient songs about these creatures' deeds, about the mass murders and massacres they have committed, we can only hope that no witcher will have to test this hypothesis."

Combat Tactics

"A berserker starts out as a human, when filled with the rage of battle, it transforms into a berserker (a form of bear). While in human form steel swords along with Hanged man's venom will work well against them, as well as any tactics learned while fighting other humans. However, once they are transformed into their bear form, a Silver sword, that has been tainted with Cursed oil, will work best.

Beyond the anatomical differences, a berserker's bear form should be treated just like fighting a true-born Bear, save that these bears are much tougher, more relentless and harder to kill. If you have spent time improving your Igni sign, the melt Armor enhancement will come in real handy here. If you have this available, make sure to activate it prior to dealing with a berserker."

Blangonga

Classification

Primate

Occurence

Jungle regions.

Height

Large

Temperament

High

Threat

High

Description

"For any jungle adventurer, encountering a monkey can be irritating, as the animals are known to steal items, but it is little more than a game. A Blangonga on the other hand is a threat to their very life. Highly aggressive and built of pure muscle, the beast will pummel its prey to death. Luckily, the white fur makes them easy to spot amongst the greenery of the jungle, and if one is careful to avoid them, there will be little problem."

Combat Tactics

"Both powerful and fast, a Blangonga makes a formidable opponent. Yrden is of help in a fight, as is the Northern Wind bomb, but only if the beast is caught in the trap or hit with the explosive, which can be difficult. If either does succeed, then the Witcher can rush in with blade in hand. If not, Igni is also of use here,

although the creature will become frenzied when burnt."

Bloedzuiger

Classification

Worm

Occurence

Swamps, sweres and marshes.

Height

Medium

Temperament

Violent

Threat

High

Description

"The bloedzuiger, a grotesque monster from the swamps, causes terror among peasants because it pours digestive juices over the wounds of those who are still alive and then dines on their half-digested intestines."

Combat Tactics

"While they are fairly easy to kill, a dying bloedzuiger explodes, spraying acid on its opponent; a skilled witcher is able to kill the monster while evading the explosion."

Botchling

Classification

Cursed Ones

Occurence

Unmarked/Improper Graves

Height

Tiny

Temperament

Low

Threat

Low

Description

"Botchlings are perhaps the most repulsive creatures a witcher will ever have the displeasure of meeting. Born of dead, unwanted babies discarded without a proper burial, their appearance is that of a partially-decayed fetus, their unformed flesh twisted with hate, fear and malice. These hideous creatures feed on the blood of pregnant women, driven by a mad hunger that most often leads to their victim's death.

A botchling will emerge from its lair at night to lurk by the bedside of an

expectant mother, draining her strength and that of her unborn progeny as she sleeps. A woman thus beleaguered first suffers from troubling dreams, then fever, delirium and a general weakening of the flesh. After a few such nights she is enfeebled and unable to defend herself – it is then the botchling attacks directly, sinking its long, sharp fangs into her body and drinking her blood until mother and fetus perish together.

A botchling stands around a foot and a half in height, but, when threatened and if gorged with blood, it can change form. At such times it grows into a deformed man, hunched over and striding, ape-like, on its forearms. Stronger and fiercer after this alteration, it hurls itself into direct, physical combat, gnashing at its opponent or attacking him with sharp claws.

A botchling's curse can be lifted by transforming it into a lubberkin – a guardian spirit of the hearth that watches over the family it never knew in the house it never could call home."

Combat Tactics

"While when transformed it seems like a fearsome opponent, as long as one avoids the botchling's claw swipes and lunges, they should befairly safe, being able to move in quickly with blade in hand to finish the creature off."

Brachydios

Classification

Ornithosaur

Occurence

Caves and other dark secluded places.

Height

Medium

Temperament

High

Threat

High

Description

"A bizarre six limbed creature, the Brachydios carries four legs and two tails, three of its limbs being coated in and producing a highly potent venom. The secondary tail is shaped like that of a riged mace, and is used for crushing its prey once they have been stricken by the venom. Immune to its own venom and protected by thick blue scales, the monster is a truly dangerous member of its family."

Combat Tactics

"First and foremost, any Witcher combatting a Brachydios should be aware at all times of the venomous limbs it will use to try and poison them, shutting the neverous system down and making them open to an attack with its crushing tail. Fire from Igni can burn off the venom, but only for a limited time. Also vulnerable to Axii, it would provide and opening to safetly engage the beast and take advantage of its softer underbelly."

Broodmother

Classification

Cursed Ones

Occurence

Deep underground caverns and catacombs.

Height

Large

Temperament

Violent

Threat

High

Description

"Though many monsters are unpleasant to the eye, the Broodmother is one of twisted features and behaviours. A woman is taken in the middle of the night and forced to ingest all manner of mutations by Goblin hordes, before transforming days later. Giving birth to countless Goblins, men in isolated villages are spirited away by her already existing children, and taken to her lair to mate with her, to which once they have served their purpose they are then devoured. A true horror of the world indeed."

Combat Tactics

"Killing a Broodmother is no easy feat, and not so much because of the mother herself, more of the Goblins who will come to defend her. The mother herself is immobile, due to her great weight, however, a Witcher should still be cautious of her tentacle attacks. Once the attacking Goblins are dispatched, the Broodmother is easily dispatched, being highly vulnerable to fire. She has not one protected area of her body, and so slicing into her flesh is an easy matter."

Bruxa

Classification

Vampire

Occurence

Bruxae choose to live in ruins and abandoned human settlements, more rarely in caves and grottos.

Height

Medium

Temperament

High

Threat

High

Description

"It is said that at night bruxae haunt attractive young men and drink their blood. These vampires move quietly in the dark to suddenly emerge near their victims. Bruxae are womanoids and may take the form of beautiful girls, leading some to

mistake them for water-nymphs, but their long fangs and unrestrained thirst for blood always betray them."

Combat Tactics

"If the Aard Sign is used on a bruxa, it is possible she can fall over and be killed by a single stab, similar to how harpies are defeated. Bruxae can turn invisible during the fight and strikes without being seen, making them dangerous foes.

The Moon Dust bomb is a must for fighting them since it can make them slightly visible when they cloak, allowing an individual to dodge their attacks. Bruxae are also good at blocking blades, thus flanking with a strong attack and vampire oil applied would make the fight easier. Igni can set Bruxae ablaze, though they can wear off the flame fairly quickly. Bruxae will try to suck their assailant's when they get the chance, so drinking some Black Blood might turn the tide in the hunter's favour."

Caeserber

Classification

Rodent

Occurence

Rivers and lake banks.

Height

Small

Temperament

Low

Threat

Low

Description

"Carrying the same characteristics of a beaver, a Caeserber is larger and somewhat more territorial that is smaller cousin. Though classified as a monster, it is known to be a relatively good natured creature, with very few incidents having been recorded of any conflict with humanoids."

Combat Tactics

"While there are few reports of a Witcher ever having to put down one of these beasts, but it is easily done. After all, the Caeserber his little in the way of offensive tactics, apart from short claws and strong teeth. A quick swipe with a blade to any of its vital organs should render it."

Camel

Classification

Beast

Occurence

Desert lands.

Height

Medium

Description

"A favoured method of transport to those living in the East, particulary Korath. Camels are used in the lack of horses, of which are a rare commodity and usually only owned by the Royalty of the Eastern regions. Still, camels are as steadfast as their equestrian counterparts, if not more efficient as pack mules, although of a slower speed. Suited to deset life, underneath the Camel's hump is stored excess water, keeping the animal cool in the heat and enabling them to travel for notably long periods without tiring or needing to rest."

Carapaceon

Classification

Crustacean

Occurence

Near bodies of water.

Height

Small

Temperament

Medium

Threat

Medium

Description

"If one has ever encountered a Hermit Crab, they will be familar with a Carapaceon, to an extent. This creature shares all the same features and behaviours, though is equivalent to the size of a fully grown man. Although alone by appearance it may terrify those judging it by its size, it is known known for its aggression unless purposely stirred. Leave it to its own devices, and all should be well."

Combat Tactics

"Any Witcher stumbling across an angry Carapaceon should beware of two things; its giant pincers and the shell on its back, which can be used offensively and to crush its opponents. Yrden and Axii are useful signs when engaging the beast, where a sword can then be used to prise off its armour and end the creature's life."

Cat

Classification

Beast

Occurence

Streets, homesteads. Stick to humans delivering their main food source but will occasionaly venture out to dine.

Height

Tiny

Description

"Apart from dragons, cats are the only creatures known to absorb magical energy, but no one knows what they do with it. They are also instantly able to recognize Witchers and exhibit an obvious disdain for them, hissing at them."

Ceadeus

Classification

Aquatic

Occurence

Oceans.

Height

Small

Temperament

Docile

Threat

Low

Description

"Often mistaken for Mermaids due to their long flailing tails, the Caedeus is a most curious denzien of the sea. With a long sleek body and bull-like horns, their most striking feature is the white fur undernaeth their chin, almost resembling a full beard. Otherwise, there is little else known about the Caedeus, for it is a shy and reclusive creature."

Combat Tactics

"When a Caedeus has been pulled up by fishermen after having been mistaken for a Mermaid, it will thrash about, it's strong tail able to knock a grown man off his feet. Under the water however, they are relatively harmless."

Ceanataur

Classification

Crustacean

Occurence

Caves near bodies of water.

Height

Large

Temperament

High

Threat

High

Description

"The largest of the Crustaceans and also the most aggressive, the Ceantaur makes its home in damp caves and grottos, where it will store its prey. Highly

territorial, it will attack almost anything that wanders within its domain, usually unseen at first due to its blue skin and rock shell that camoflague it."

Combat Tactics

"A dangerous beast, the Ceantaur will attack with its two massive claws, almost as if two guillotines were attached to its body. It is able to scurry around quikcly despite its size, and a Witcher must keep their senses keen when fighting one. Northern Wind can be used to freeze it in place momentarily, while one attacks beneath its shell. Timing is key however, and a misplaced attack may see the hunter become the Ceantaur's next meal."

Cerberus

Classification

Relict

Occurence

Appears during the night at crossroads.

Height

Large

Temperament

Violent

Threat

Substantial

Description

"There are those who claim to have seen a three head dog when travelling through the night, as tall as the spires of the Royal Palace and breathing fire. Fortunately, such claims are greatly exaggerated. However, a creature of a lesser description but just as dangerous exists; the Cerberus. With three canine-like heads, filled with razor sharp teeth, the creature possesses a muscular body with evily sharpened claws, and will attack anything and anyone unfortunate enough to cross their path."

Combat Tactics

"Thunderbolt, Cat and Swallow are advised to be consumed before fighting one of these horrors, and blades coated in Relict Oil. Signs will be of little use, as will bombs, although a Devil's Puffball may provide a slight edge. Despite its size, a Cerberus is deadly quick, and its attacks will come from eight ways; its three heads, four clawed legs and muscular tail. A Witcher must be nimble as to avoid the barrage of attacks, waiting for an opening before striking and cutting the beast. Blood loss is a slow way to kill it, although beheading is more effective, though it should be noted that even if one head is cut off, the other two will still function; all three must be removed for the beast to finally die."

Chameleos

Classification

Ornithosaur

Occurence

Found within lush forests

and jungles.

Height

Small

Temperament

Low

Threat

Medium

Description

"A curious creature that can change its colour to fit with its background, where it stealthily catches its prey with an extraordinarily long tongue. They have proven to be popular pets for Zerrikanian nobility, though can sometimes disappear in the vast lush gardens of their masters."

Combat Tactics

"It is a rare thing to have to fight a Chameleos, as they are relatively docile and reclusive animals and will leave wanderers alone mostly. The only exception is if they believe themselves or their eggs threatened, in which case they will use their tongue, which is suprisingly strong, to attack. It can easily disarm a careless Witcher, so should ideally be severed. At that point, the Chameleos has little else to attack with."

Chickadai

Classification

Avian

Occurence

Found in grassy plains but also on farms, used for their eggs and meat, the former which are much larger than regular chickens eggs.

Height

Medium

Temperament

Low

Threat

Low

Description

"A Chickadai resembles a chicken, but is much larger and rounder in shape. Usually brown in colour, there are rare white Chickadai, which are said to produce the most scrumptious eggs on the Continent."

Combat Tactics

"One of the least aggressive animals a Witcher can stumble across, the Chickadai will only attack if threatened, although it proves of little threat, and a simple sword stroke can end its life."

Chimera

Classification

Hybrid

Occurence

Found in many different habitats from jungles, deserts and woodlands.

Height

Large

Temperament

Violent

Threat

Substantial

Description

"A truly fearsome creature, the result of twisted dark magic. With the head and front body of a Lion, the head and hind of a goat and a snake as a tail, it is the thing of nightmares itself. Extremely aggressive towards all around it, the Chimera discerns neither friend from foe, truly taking no prisoners as the phrase goes."

Combat Tactics

"A fool is the Witcher who willingly chooses to fight a Chimera, even one of centuries of experience. The beast will use the entirety of it's body to cut down its target, one way or another. The lion will strike with razor sharp claws and crushing fangs, while the goat will ram its head into a foe and deliver powerful kicks, covering any attack from behind. To top it off, the snake will strike with rapid speed and infallable accuracy, but that is not the worst. For whoever so deemed this twisted monstrosity to life decided that the snake should be able to spew a lingering nerve toxin.

Northern Wind and Dimertium bombs are a Witcher's best opening options against this foe. From there on out, it is a matter of steady patience and removing the three heads to finally kill the beast, or for the brave of heart, land a hit to it's stomach, and wait for it to bleed out."

Chort

Classification

Relict

Occurence

Usually found in deep forests and caves.

Height

Large

Temperament

Violent

Threat

Substantial

Description

"Chorts are the somewhat smaller kin of fiends. Yet any witcher who thinks their diminutive stature means they present no danger commits a grave error — the kind that can end his career permanently. These denizens of dark and ancient woods are some of the most dangerous monsters known to man.

> *Legends often mistake chorts for sylvans, ascribing to them the ability to speak, stand on two legs, gobble up cabbage, play pranks and work mischief around the household. The arrival of a true chort in a region soon puts an end to such tales. The creatures do not speak, at best communicating with each other through grunts, snorts and moans. They get about on four legs and as for their "mischief"... they destroy farmsteads, devouring anything that can be devoured, including cabbage, if such is available, but also extending to poultry, pork, the family dog and then the family itself.*
> *Chorts fight with little finesse, running straight towards their opponent and trying to knock them to the ground with the force of their charge. After downing their foe they bite, kick and strike with their claw-tipped paws. Due to their size and four-legged posture, they are mostly unperturbed by the force of the Aard Sign, and the regenerative powers of their body allow any wounds they receive to heal at a rapid pace."*

Combat Tactics

"Chorts are speed and brute strength personified, rivaled only by fiends among relicts. They use their arms to pummel, claw, and smash their prey. They also charge with such speed they can barely control themselves as they smash head first into their unfortunate victims.

A stand-up fight against a chort is not an option, even for a witcher. Use their size and speed against them: bait them to charge, roll aside, and hope they run headlong into something they can't just charge through. While they recover from this mishap, you can freely cut into their flanks.

A less direct tactic involves using Devil's Puffball bombs to poison the chort. If you can drag it through the toxic fumes, it will breathe in the poison and ideally, help resolve the fight sooner. Although, not weak to fire itself, it is very weak to being burned."

Cockatrice

Classification

Draconid

Occurence

Cockatrices prefer hiding in caves and abandoned structures to rest and recuperate, but are aggressive hunters, seeking prey caught in open fields.

Height

Large

Temperament

High

Threat

High

Description

"Foolish superstitions claim cockatrices, like basilisks, can kill with their gaze alone. That is utter nonsense, however, a cockatrice's gaze being no more dangerous than that of an angry goose. One should instead watch out for it's sharp beak and long tail, which it can whip to murderous effect.

Cockatrices thrive in dark caves, abandoned ruins, cobwebbed dungeons and old basements. Though small compared to griffins and manticores, they are more than capable of killing anyone who stumbles across them in a dark corridor.

> *Cockatrices do not shun direct fights, in which they strike furiously with wing and tail in an attempt to exhaust their foes. Blows from their beaks are especially dangerous, as they aim with deadly precision at exposed flesh and vital organs and leave bleeding, life-threatening wounds. When fighting them one should make liberal use of draconid oil as well as Grapeshot, whose shrapnel will pierce their delicate wings with ease.*

Combat Tactics

"You are definitely going to find this one annoying to deal with, as it effectively combines the speed, flight and ferocity of a Harpy with some of the power and toughness of a Golem. A cockatrice will fight aggressively once the fight begins, to take advantage of this aggression and force them to remain on the ground you should use Aard and/or Grapeshot to your benefit.

First off, while in flight, the Cockatrice like many Wyvern-like creatures will try a set of swooping attacks on you to grab/strike you with the talons on their feet. This is actually very easy to avoid by simply doing a roll to the side, and you can bring the Cockatrice down to the ground to hit it by either using Aard, the crossbow or just wait for it to get bored of missing you and land on its own (usually takes about 3 swooping attacks). Once it's on the ground, however, this is when it is the most dangerous. It will use its talons, wings and feet to strike against its foe, as well as its razor-sharp beak and tail tip. These attacks are fast, fairly long range as melee attacks go, hit hard and will almost always accurately target vital regions on its victim causing Bleeding that will lead to an inevitable death if not careful. A Witcher should always have the swallow potion ready in order to counteract any wounds sustained. While on the ground, if you back away from them even a small amount they will also frequently do a forward leap-strike; it has dangerously long range, does quite a bit of damage, stuns you and their semi-spread wings as they do it can also cause the hit so it is a very wide strike that can be difficult to roll out of range of. On the defense it has options too; after taking a couple of attacks in a combo if you see it cover its head with its wings, stop attacking as this is effectively a Parry that will do reduced damage to them, stagger you and break Quen if you have it on, and they will quickly follow up with a counterattack. And to top it all off, it's fairly resistant to Axii, though do note that it can burn due to Igni.

The best attack is to try and flank the cockatrice, ideally getting behind its wings to hit it in the back. It can't do a rapid turn and most if not all of its wide range attacks will miss, so it has been possible to put out an unending series of Fast Attacks from here while constantly moving to stay behind it and remain unharmed while inflicting catastrophic damage."

Crocodile

Classification

Beast

Occurence

Found in rivers, lakes, swamps and other large bodies of water.

Height

Medium

Temperament

Medium

Threat

High

Description

"Lurking in the saltwaters and swamps of the Continent, the Crocodile is a creature of both territory and ferocity. While undisturbed it will not seek to cause harm, yet if roused it can become quite the deadly opponent."

Combat Tactics

"A threat to any who cross it, the Crocodile is a beast of agility, speed and deadly strength. Equally at home in the water and on land, a Witcher will find little advantage being on the Crocodile's home turf. While Axii can be used to stop their charge momentarily, Yrden is the suggested sign against the beasts, but one has to be quick to catch them off guard. While the scales can be penetrated, a thrust of a blade into the beast's open mouth will end it, although it should only be attempted by the brave or the foolish."

Crones

Classification

Relict

Occurence

Crookback Bog in Velen, Province in Temeria.

Height

Medium

Temperament

Varies

Threat

Critical

Description

"The isolated corners of our world harbour creatures older than humans, older than academies and mages, older even than elves and dwarves. The Crones of Crookback Bog are such creatures. No one knows their true names, nor what breed of monstrosity they in fact are.

> *Common folk have given these three sisters the names Weavess, Brewess and Whispess, and call the threesome "The Ladies of the Wood" or simply "The Good Ladies." The Crones act as the true sovereigns of Velen, whose inhabitants they help survive through harsh times in return for unquestioning obedience. They wield powerful magic, but one different from that of mages. They draw power from water and earth and are bound to the land in which they live. The Crones can hear everything that happens in their woods,*

predict the future, twist the threads of human lives and bring blessings as well as curses.
The Crones seem for all intents and purposes to be immortal. Magic elixirs keep them from aging and allow them to take the appearance of young women. These elixirs and their mystical ties to the swamps in which they live also give them supernatural strength and vitality."

- Most of the time they communicate through an enchanted tapestry and a medium, a young girl named Illina who also seems to be their slave, or at least is bound to them in some way.
- Even though the three were 'killed' by Geralt and Ciri during the events of the Wild Hunt's pursuit of the Elder Blood, it should be noted that they can never truly die, and in due time reformed. As should be obvious, their hatred for the Witcher caste now knows no bounds.

Cyclops

Classification

Ogroid

Occurence

Caves and mountains, Kaer Morhen's Witcher trainees have long been tested by a cyclops lurking in the caves near the aging castle.

Height

Huge

Temperament

High

Threat

Substantial

Description

"Cyclopses can easily be recognized by the single eye located in the center of their foreheads. If for some reason that is not visible, other tell-tale signs are their enormous size, incredible strength and a seething hatred for all humans."

Combat Tactics

"Cyclopses go where they want; even a witcher should move to the side if a cyclops is charging forward. The strongest witchers cannot parry or block any punch or slap delivered by a cyclops, and a mere hop backwards may not be enough to stay out of reach. Roll to the side or behind a cyclops to evade their attacks and reach their vulnerable flanks.

Do not stand in one place when fighting a cyclops. They rarely flinch from anything a witcher can do to them, so they keep trying to fight no matter how many cuts from a silver blade they take. If a cyclops raises both hands in the air, avoid being anywhere close to the front of it. The resulting ground-pound flattens even the toughest warriors.

If you're at a longer range Cyclopses can also leap into the air, knocking over anyone or anything too close to where they land. Alternatively they may do a "wild rush" charging at you swinging their arms madly while roaring; this in particular is almost impossible to avoid as the Cyclops will change its direction mid-charge to try to intercept you if you try rolling out of the way. Axii can

temporarily confuse a cyclops, giving the witcher time to recuperate while the creature rages at something else. Getting close to a cyclops is dangerous, but still a necessity for slaying one. The Yrden Sign can help witchers do more work every time they get within sword range of these monsters. Overall, Quen is probably your best choice for handling them."

Dah'ren

Classification

Relict

Occurence

Desert lands.

Height

Small

Temperament

Violent

Threat

Substantial - Critical

Description

"Nicknamed 'Sand Shark', although the Dah'ren lack the comparative size of several of their family members, they are just as deadly, especially in numbers. Moving through the sand as if it were water, these monsters will leap into the air, diving down on any who enter their territory and attacking with the drill-like appendages that cover their faces, before sinking their dagger teeth into a victim. While one alone is dangerous, a group can bring down even the largest beast to roam through the desert."

Combat Tactics

"With their stealth, speed and surprising power, the creatures pose a dire threat to even apex predators. If one missteps, they risk being overpowered and devoured within seconds. If a Witcher is surrounded by these devils, a longsword is of little use. Quen is an essential, and despite the fearsomeness of the creatures, they can be sent flying back with Aard. Bombs can also be effective if the creatures are caught in the blast radius. It is avised that only once they are immobilised a short blade is used to finish them off."

Dalamadur

Classification

Serpent

Occurence

Rocky outcrops.

Height

Large

Temperament

Violent

Threat

Substantial

Description

"Nestled amongst the mountain paths is a beast feared by many, and rightly so; the Dalamadur. Hidden well amongst the dust and shadows, it strikes at any passers by with blinding speed, an impressive feat for a snake so large. It's red colouring is no coincidence, for when it bites a victim, they will feel a burning in their blood like nothing they will have experienced prior. The saying 'It is safer to take the road more travelled by' is none so more true than the prospect of facing such a fiend."

Combat Tactics

"While the venom injected by its fangs will do the most damage, the Dalamadur is covered in spikes and exhibits a deadly claw on the tip of its tail, all which it will utilise in the kill. Should a Witcher encounter one of these creatures, a Northern Wind bomb is most effective, as the beast is highly immune to the cold. Other than that, there is little of effect other than a silver sword. Take the utmost care, as the speed of the beast cannot be underestimated, and even a Witcher would soon succumb to the toxin running through their veins once bitten."

Deku Baba

Classification

Flora

Occurence

Jungle lands.

Height

Medium

Temperament

Violent

Threat

Medium

Description

"A sentient carnivorous plant, resembling a fly-trap, Deku Babas will consume anything the passes within reach, their main diet consisting of animals such as monkeys and snakes. However, should one fall into their reach, they will consume men and other non-humans, Dwarves being a particular favourite of theirs. Luckily, they are easily identifable, with their bright blue heads clear as day among the green of the jungle, and therefore avoidable with care."

Combat Tactics

"As with all Flora, they are weak to fire, and Igni should be suitable to wither them. Alternatively, if one cuts them off from the stem, then the Deku Baba will cease to be, ending the worry for all passing near it."

Delex

Classification

Draconid

Occurence

Various locations throughout the Continent.

Height

Small

Temperament

High

Threat

Medium

Description

"If one should ever see a purple hue gracing the sky, it is likely a swarm of Delex circling the skies above, surveying the ground for prey. Like vultures, Delex wait until their target has become weak or even dead, before swooping down to feast on thier carcass. The healthy have nothing to fear from these creatures, which should be some relief to any who encounter the swarm."

Combat Tactics

"While Delex always attack in a flock, fortunately they are easy to eradicated, with a burst of Igni incinerating them. If that should however prove to be unsuccessful, they will fall just as easily to a silver sword. Avoid their beaks and talons, and the fight will be over before it has even begun."

Deviljho

Classification

Amphibian

Occurence

Found near bodies of water, particularly lakes.

Height

Medium

Temperament

Medium

Threat

Medium

Description

"Many mistake the Deviljho for a member of the Ornithosaur family, and rightly so, for the beast after all shares many features with the Draconic descendants. However, as a denzien both suited to the land and the water, it shares many similarities with creatures such as frogs in particular, and upon closer inspection, one could see it for a vastly oversized tadpole. Unlike most animals however, the beast hops akin to a kangaroo, as having no arms it cannot balance itself to run."

Combat Tactics

"If a Deviljho were to attack a Witcher, the confrontation would be a swift one, provided the monster hunter kept on their toes and watched carefully for attack

openings. The beast will use its tail to lash at an opponent, but aside from the one attack, it does not have the balance to use its powerful legs as a weapon. A silver sword is all that is needed from then on."

Diorekkusu

Classification

Elementa

Occurence

High up mountains.

Height

Medium

Temperament

High

Threat

High

Description

"When one faces an Elementa, there is always a sense of danger, as even the most docile of these elemental wielders pose a threat if provoked. That threat is raised when the beast is naturally aggressive, and even more so when said beast emits lightning from its body. Coupled with its brazened blue scales and sinister red eyes, the Diorekkusu is not a creature to be trifled with."

Combat Tactics

"The most apparent and dangerous threat is the lightning the beast commands, which it can emit at will, not only discharging it from its body but also firing bolts towards aggressors and prey. While the lightning itself cannot kill a Witcher unless in large doses, even a zap can stun then. Once one has navigated past that, a powerful tail and sheep teeth and claws have to be negotiated with. As with most lizard-like creatures however, the Dioekkusu has a vulnerable and soft underbelly that can be exploited to end their life. For a precaution, Quen and Elementa Oil are strongly advised in this situation"

Dire Rat

Classification

Rodent

Occurence

Found in sewers and damp dwellings.

Height

Small

Temperament

Violent

Threat

High

Description

"Rats are, at the best of times, detestable creatures. But none are more so than the Dire Rat, a twisted creation of nature that grows up to the size of a large hunting hound. Nothing is particularly different in their appearance to the common rat, save their hideous size."

Combat Tactics

"Thankfully, the Dire Rat does not possess any qualities one would consider supernatural, having only the aggressive moves of a normal Rat. However, as with the increase in size, comes the increase in the danger of the Dire Rat's teeth and claws. While the tail may seem like an obvious weapon, it is relatively weak and can only be used aggressively to whip through the air. The real danger lies in the teeth and claws, especially the Dire Rat's bite. Spending much of it's life in sewers, it carries a cornicopia of diseases. While Witchers are mostly immune toknown diseases, they should be careful as to not become inflicted with an unknown illness."

Dog

Classification

Beast

Occurence

Found all over the world and in all habitats, from crowded cities to empty plains.

Height

Small

Temperament

Medium

Threat

Medium

Description

"Some claim dogs are reflections of their masters. A well-treated pet repays his owner with loyalty and trust, whereas an ill-treated one repays this treatment in kind as well, meeting yells with barks and kicks with bites. Since there is an abundance of bad men, so, too, is there an abundance of bad dogs. Most dangerous of all are the vagrant mutts who have lost all respect for men and developed a taste for blood and carrion.

> *Dogs usually attack in packs, choosing isolated victims, especially ones in whom they sense some kind of weakness. Packs of rabid dogs usually only dare attack children, drunkards, the elderly and cripples. Yet when backed into a corner, they will defend themselves with frothing bites and sharp claws against all and sundry."*

Combat Tactics

"A dogs one known weakness is simply by coating your sword with Beast Oil, however the sign Aard is also good for pushing back a dog, or pack of dogs. Because a dog is lightweight, this works really well. They are also fairly susceptible to Igni, frequently catching fire due to their fur. One on one a single dog is not much of a threat at all; it's a pack of them surrounding you that is the problem.

You have to drop each one quickly while simultaneously dodging out of range of his friends coming at you from the sides and behind. Dogs are also particularly fast on their feet, while they aren't all that strong, their speed can more than make up for it if a Witcher is careless."

Doragyurosu

Classification

Draconid

Occurence

Mountain and arid ranges.

Height

Small

Temperament

Medium

Threat

Medium

Description

"A pack orientated Draconid, the Doragyurosu is always found with at least another three of its kind, usually a family unit. A distingushing feature the beast has is its bat-like wings, as opposed to the more Dragon-like wings of other members of its family. Although perhaps the most notable feature is its three tails. While the left and right tail are coated in the same fur that lines the Doragyurosu's face, the middle tail is riddled with deadly spikes."

Combat Tactics

"The first thing to be aware of it that out of the Draconid family, the Doragyurosu has a penchant for divebombing its foes, and one must be prepared for a volley of at least four of the creatures. Devilishly fast, the beast will also attack with its spiked tail and sharp talons, both of which are easily avoidable. Your safest bet to combat the creature is to time your strikes, and when given the opportunity, sever its wings. From then on, all that is left is the killing blow."

Dragon

Classifaction

Dragon

Occurence

Anywhere in the world, wherever they choose to make home.

Height

Huge-Gigantic

Temperament

Low

Threat

Critical

Description

"Once dragons were commonplace and ruled the continent absolutely. Dragon fire was the bane of cities, and dragon appetite was a constant threat to the first colonizers. Sorcerers stood against these creatures, witchers were created to fight them. Today dragons are nearly extinct. Sometimes forktails and slyzards can be seen, but compared to dragons, they are like stray cats to panthers. The beasts were exterminated by professional hunters. Alchemical components found in a dragon's body are among the most expensive on the market, and are in high demand among sorcerers. The beast's roasted tail is a real delicacy.

> *The legends are true: dragons like to gather hoards and have a voracious appetite that they satiate by eating all living creatures with no exceptions. Like cats, they like to lounge in places of power - they nap there, drawing energy, yet nobody knows what they use that energy for. There are five species of these great wyrms: white, black, red, green and rock. Golden dragons, extremely intelligent, gifted with the ability to assume the shape of any creature, are of course a fairy-tale for little children. Dragons are smart indeed, but they cannot speak, much less polymorph.*

Combat Tactics

> *The best tactic when meeting a dragon is to pray to all the gods with no exceptions. Non-believers should run - they can thus extend their lives for a few heartbeats. It must be stressed that any of these choices would end in death when made by even a veteran warrior. One fighting a dragon should watch out for it's fire above all else - the breath is lethal, momentarily ending the fight. The wyrms can also fly, and are excellent at maneuvering, so they use the advantage of altitude in combat. A witcher should climb high buildings to surprise the reptile flying by, and to use walls as protection. The beast's jaws are even worse than its claws - they bring instant death. Dragons, like cats, like to toy with their prey, so they sometimes lift it to the air, and drop from height when they are bored.*
>
> > *Dragons are immune to poisons, unworried by oils which increase bleeding, and unaffected by traps or bombs. One would be hard pressed to find a soul brave enough to drop a dragon, unless it had been hacked to pieces with an axe first. And I wish such an outcome of the battle to all dragonslayers with all my heart. It should be noted that Witchers are taught to only kill a dragon in the most dire of circumstances. They are taught that as creatures of great magic that aren't inherently evil, they should be respected and not hunted."*

Drenda

Classification

Flora

Occurence

Forests

Height

Small - Medium

Temperament

Medium

Threat

Low

Description

"Easily mistaken for common thorns, the Drenga is a sentient creature that feeds off blood, not fussy whether it is that of a small mammal or a lost child. Usually found hidden among brambles and thorn bushes, it will 'smell' its prey as it approaches and proceed to ensnare them, using its thorns to slash the skin and proceed to absorb the blood."

Combat Tactics

"As with all flora, the Drenga is hugely susceptible to a shot of Igni, even more so to the stream of flame that can be produced. While even a Witcher can easily have their skin nicked by the mobster, the threat to any adult humanoid is relatively low, especially as the creature is after all rooted."

Drowner

Classification

Necrophage

Occurence

Found near bodies of shallow water, bogs and swamps.

Height

Medium

Temperament

High

Threat

Medium

Description

"A drowner resembles a corpse dredged from the bottom of a pond. It is sickly blue or green in color, with slime and sludge oozing out of every pore and the acrid stench of rot wafting off of it. That is why it is often thought drowners arise from the bodies of those who drown in shallow water: lost travelers falling into bogs, children who swim too far from the shore or, in the case of vodniks, inebriated peasants who stumble off narrow swamp trails."

Combat Tactics

"Drowners are predominantly pack creatures by nature, usually in groups of three or greater. You know they have spotted you if they burrow into the ground. This is a sure warning sign that they're preparing to ambush if you encroach further on their territory.

Drowners are quite weak to Igni, susceptible to being lit afire and stunned while they screech in agony. When attacked by multiple drowners, it's possible to catch the pack in an Yrden trap, then blast the drowners with Igni.You can counterattack the claw swipes from a drowner, causing a bit of extra damage to them.

However, this can be quite difficult when multiple drowners are attacking. Not only do they usually attack in numbers, their attacks are quite fast and can have surprising range as they usually do leaping jump-strikes; above all else, don't let yourself get surrounded by them. They can interrupt your counterattacks with their own attacks. Drowners try to leap at a witcher from beneath the ground.

Watch for disturbances at your feet, and roll or dodge to safety. Drowners react to the deaths of their fellows by screaming in pain. This show of mourning leaves them defenseless for several seconds."

Earth Elemental

Classification

Elementa

Occurence

Elven Ruins.

Height

Large

Temperament

Violent

Threat

High

Description

"Earth elementals are made of mud, clay, sand and rock dust clumped together with water and brought alive with magic. While seemingly slow and ponderous, there creatures are nevertheless dangerous and should be avoided at all costs."

Combat Tactics

"Earth elementals are a test of strength and endurance. Even with a silver sword coated in elementa oil, earth elementals can resist impressive amounts of punishment before crumbling, while being able to dish out frighteningly powerful blows with their fists. Axii and Igni also have little effect, and Aard will only do a very brief stagger, if you're lucky.

Dimeritium Bombs make these elementals more susceptible to harm. They do not make them less dangerous. Strike once, twice if you judge it safe, then roll out of the way of an inevitable counterattack. Use heavy attacks for better damage output. You should be alert for elementals to raise a foot high off the ground. What follows is either a powerful ground stomp that sends a wave of rock piercing through the earth in a line before the elemental, or a shorter range cluster of them surrounding the elemental.

If an earth elemental jumps off the ground, move away as quickly as possible. The resulting shockwave knocks down any nearby victims and also creates a ring of rock around the both of you at a certain range, preventing you from escaping or getting too far away from the elemental. The rock ring disappears after about 15 seconds. The hammerblows delivered by an earth elemental's fist can be made easier to avoid by using Yrden. Also, if you see the elemental crouch down and cover itself with its arms, do not attack; it will be partially reflected back at you, staggering you or breaking Quen, and the elemental will soon slam its fist into the ground creating a shockwave.

Quen is definitely your best option against these. You'll be able to use an attack combo right through its slow, single, powerful attacks and put multiple hits on it before having to back off, then wait for it to recharge and repeat. The elemental is also slow enough that some of its attacks can be completely evaded by your quick, short-range Dodge allowing you to keep hitting until it finally catches you and breaks your Quen shield. You'll need it; these things take a ridiculous amount of damage to defeat."

Echinops

Classification

Cursed Ones

Occurence

Echinopsae grow in places where crimes have been committed or on the graves of the victims of such crimes.

Height

Tiny-Small

Temperament

Violent

Threat

Low

Description

"Echinopsae are monstrous plants born of curses which grow in places where terrible crimes have been committed if the crime in question was never atoned for. The beasts try to take their vengeance on criminals, but they do not spare the lives of innocents who haplessly enter their territory."

Combat Tactics

"Echinopsae are rooted to the ground, but they shoot with poisoned thorns. Avoid their projectiles then close in and uproot them, as cutting them off at the stalk will only ensure they grow back to inflict more misery upon others. As with all vegetation, sentient or otherwise, a shot of Igni will cause the creature great harm and the burning will only intensify."

Ekimmara

Classification

Vampire

Occurence

Cities and Sewers.

Height

Medium-Large

Temperament

High

Threat

High

Description

"Like other vampires, Ekimmaras are not, despite what village gossips might say, undead humans. They are instead post-Conjunction monsters who have no particular feelings about garlic, holy water or religious symbols.

Unlike their portrayals in ballads and legends, they look nothing like handsome, pale aristocrats with charming eastern accents, though, like katakans and nekurats, they do bear a strong resemblance to overgrown bats. They also do not suck blood from the necks of virgins with a delicate, kiss-like bite — they tear them to shreds using long, sharp claws and then slurp the splattered blood off the ground."

Combat Tactics

"Ekimmaras are unusually cruel and exceptionally swift. They are able to quickly land blow after blow capable of smashing even the best Mahakaman-made armor into tiny shards. They should be fought with a silver sword, remembering that they can regenerate back health over time. One should thus never attempt to tire them out or, gods forbid, wait for it to bleed to death. Instead, cut then down as quickly as possible and, if possible, burn the body to ash and scatter it to the four winds. '

Ekimmaras are especially dangerous foes due to their ability to regenerate. They can even outlast a Witcher using the finest potions. Black Blood potions are an effective way to weaken an Ekimmara. If you are stricken by their claws, you will bleed profusely.

That blood can harm the Ekimmara and knock it back, allowing you a brief respite from its assault. Dodging is essential when fighting Ekimmaras. Their claws cannot be parried, and even if Black Blood is an available witcher brew, it is best to avoid being wounded altogether, if you can help it."

Endrega Drone

Classification

Insectoid

Occurence

Abandoned Structures and Caves.

Height

Medium

Temperament

Violent

Threat

High

Description

"Endrega males — called 'drones' — are gluttonous creatures whose only aim in life is to eat, fight and reproduce. Yet when venturing outside their nests, these aggressive hunters attack any and every creature they come across."

Combat Tactics

"Endrega drones can shoot poisoned quills at distant targets from their abdomens, or attack with their pincers. Golden Oriole can neutralize the poison and prevent aggravated damage from the wounds. Drones are extremely aggressive and territorial.

Once they get close, they try to stay close. If multiple drones are present, Northern Wind bombs can halt one or two of the beasts, giving witchers a moment to regain control of the situation. Yrden is also useful at containing

drones. Endrega do not bleed as profusely as men and witchers do. It takes several good swings to crack their natural armor."

Endrega Warrior

Classifications

Insectoid

Occurence

Abandoned Structures and Caves.

Height

Medium

Temperament

Violent

Threat

High

Description

"Endless waves of endrega workers are enough to overcome most attackers, but when confronting more dangerous foes, endrega colonies unleash their larger, stronger members — the so-called warriors. This caste lives only to fight, and gets ample opportunity to do so while defending the colony's borders or conquering new territory.

> *An endrega warrior's main weapon is its long tail, which is tipped with a club-like growth and spiked with venomous quils. Powerful abdominal muscles allow it to swing this tail with enough force to kill most lesser opponents in one blow.*
>
> > *Endgrea warriors also use their mass and strength as a weapon by charging their opponents in an attemptto knock them over. As invertebrates with sectioned carapaces, endrega warriors do not bleed profusely, yet recoil in great pain when hit with a blade coated in insectoid oil."*

Combat Tactics

"Warriors are as vicious as endrega drones, with the added danger in the form of their poison barbed tail. The tail can counter a witcher's swordplay with ease, and warriors are known to advance on an enemy with the tail first.

As with other endrega, the warrior strain can strike quickly with its jaws and forelegs. It can also charge headlong into the enemy in an attempt to knock them off balance.

By far the most effective tactic against them is the Axii stunning guerrilla-warfare technique, stunning them with the Sign and getting several hits in then backing off and keeping out of range until your Stamina recovers, then repeat."

Endrega Worker

Classification

Insectoid

Occurence

Abandoned Structures and Caves.

Height

Medium

Temperament

High

Threat

Medium

Description

"Workers are the most numerous, and thus the most frequently encountered, caste of endrega. Within the colony their duty lies in building nests and cocoons, acquiring food and caring for eggs and larvae. When threatened they will summon warriors to aid them, yet if forced to defend themselves they will — and do so surprisingly well."

Combat Tactics

"The pincers and forearms of a worker are venomous, but they can be parried to open the worker up to further attacks.

Workers can be surprisingly troublesome to inexperienced witchers, thanks to the speed with which they can use their claws. Sidestep their initial attacks to bring their flanks within reach."

Ent

Classification

Flora

Occurence

Woodlands and forests.

Height

Large - Huge

Temperament

Low

Threat

Substantial

Description

"Often mistaken for simple trees, Ents are peaceful creatures, who harbour a deceptive strength. Most often they will remain solitary and stood in place, but every so often can be seen walking through the forest. As long as they are not provoked, they will remain docile, even sometimes interacting with the humanoids and animals that cross their path, though unable to speak."

Combat Tactics

"If one must fight an Ent, be prepared for the creature's gargantuan strength, for they are able to effortlessly smash through both solid wood and stone alike. Difficult to even harm due to their thick bark armour, the only successful way to cripple them straight away is to attack their eyes. Aside from that, hacking at the bark until their true body is exposed is the only alternative, which can then be

exploited with Igni in particular."

Erynia

Classification

Hybrid

Occurence

Skellige Highlands and Outcrops.

Height

Medium

Temperament

High

Threat

Medium

Description

"Hard as it is to imagine, the erynias found in Skellige are even more repulsive – and dangerous – than harpies, their close relatives. Though well-rotten carrion is their food of choice, they will not turn up their noses at fresh meat, man flesh included.

> *When they spy a potential victim, erynias, like harpies or shishigas, will try to make full use of the strength of their numbers and their ability to control the skies. They will circle above their prey then attack from several directions at once, striking with razor-sharp talons and tearing their targets to shreds. While attacking they aim for the neck, eyes and other vital organs, often causing their prey to bleed to death as a result. In this way a small flock of erynias is able to make quick work of larger and better-armed victims, who often are not able to defend themselves effectively from several opponents at once."*

Combat Tactics

"Harpies, erynias, and all their varied sub-species, favour flying and hunting in packs. This could mean a handful of five or six individuals, upwards of twenty. Approach known nesting grounds with extreme caution. When provoked, harpies and erynias begin circling them from above, swooping alone or in groups of two or three. If they are grouped close enough during a dive, you can catch multiple harpies with area-of-effect abilities or bombs.

Igni is effective against harpies, able to light them on fire and bring them out of the air. Yrden is good for situations where a witcher is surrounded by many harpies in close proximity. Harpies and erynias often come to a hover in front of humanoid victims before lashing out with their talons. Use that moment to prepare a counterattack, or Aard to bring them to the ground. Like many flying creatures, a bolt from a crossbow, or a good blast of Aard, can be enough to ground a harpy or erynias. They can also be knocked out of the air with a well timed counter-attack.

If a witcher is close to one of these grounded creatures, they should take advantage of this moment of weakness and execute them quickly, before they recover. If many individuals in a flock are converging around a witcher, they should use Aard to blast a path to freedom.

Grapeshot can also be used, but one should be mindful of the blast radius. Erynias are more vicious than their harpy cousins, able to cause bleeding wounds that can overwhelm even a witcher."

Fendog

Classification

Canine

Occurence

Around marshlands and swampy areas.

Height

Small

Temperament

High

Threat

Medium

Description

"As with all canines, Fendogs travel, socialise and hunt in packs, although contrary to most of their family who dwell on solid land, Fendogs prefer damp wetlands. Dark grey in colour, they can be hard to spot among the reeds and marshes, adding to their tactic of surprising their foes. While they can seem relatively unintimidating in their appearance, the cream fur on their backs and tail tips secrete deadly sharp spines with a paralytic toxin."

Combat Tactics

"As when fighting dogs or any other canine, a Witcher should first beware of the pack attacking from all angles in numbers. As well as claws and teeth flying past them, the Witcher will need to avoid the deadly spines hidden with the Fendog's mane. Provided one is careful however, the beasts should prove little problem for a skilled Witcher."

Fiend

Classification

Relict

Occurence

Ancient ruins and forests.

Height

Huge

Temperament

Violent

Threat

Substantial

Description

"Fiends are walking mountains of muscle capped with horned, tooth-filled heads.

Like their rarer cousins, bumbakvetches, they live in thick forests, swamps and bogs. When possible they avoid humans, but when not possible, they kill them, and without much difficulty.

> *Their size alone makes fiends extremely dangerous — one blow from their powerful paws can kill a horse along with it's fully armored mount. Their enormous heft also makes them invulnerable to Aard: even witchers specializing in the power of Signs could not move one even an inch. Furthermore, any wounds they receive heal at lightning speed.*
>
> > *If that weren't trouble enough, fiends need not rely on their strength and stamina alone with fighting. They can also call on a more refined weapon: the third eye located in the center of their forehead, which they use to draw their prey into a state of hypnosis. During these times their victim does not see anything beyond this single burning eye — the last thing they see before their death."*

Combat Tactics

"A fiend's only weakness is its fear of loud noises — bombs such as Samum or Devil's Puffball are thus quite effective when fighting this monster. Furthermore, a blade covered in relict oil can increase a witcher's chances of victory — or at least of walking away from the fight."

Fire Elemental

Classification

Elementa

Occurence

Elven Ruins

Height

Large

Temperament

Violent

Threat

High

Description

"Fire is the most destructive of the elements, thus the aggressive lethality of the creature that embodies its essence should come as no surprise. Fire elementals are forged in complicated magic rituals for one purpose: destruction. And they pursue this with murderous determination."

Combat Tactics

"Fire elementals can use similar abilities to an earth elemental, with the key difference that fire enhances and empowers them. Being harmed by a fire elemental has effects beyond the immediate harm sustained, since they can light clothes and armor on fire. Simply drawing close to a fire elemental is dangerous, due to the intense heat they constantly generate.The flames can be temporarily extinguished by Aard.

Avoid Igni at all costs, this only empowers a fire elemental and re-ignites its flames. Northern Wind bombs are highly effective, freezing the elemental in place. Dimeritium Bombs can prevent it from using certain attacks. Use heavy attacks to speed along the destruction of the elemental."

Fleder

Classification

Vampire

Occurence

Fleders shy away from sunlight whenever possible, so are often found dwelling underground near to human settlements.

Height

Medium

Temperament

Violent

Threat

High

Description

"Fleders are classified as lesser vampires. Though weaker than the rest of their ilk in every aspect from the physiomagic to they physiognomic, they should not be underestimated – for they are very, very dangerous. Fleders cannot be mistaken for any other creature, with their wide, toothy jaws, flat, unpleasant faces and completely hairless, often warty bodies. These vampires mainly fight with their teeth and claws, flailing them blindly and not stopping even when their victim is already dead. Even a solitary fleder is strong enough to take down a trained soldier.

> *Compared to other vampires, fleders display meager intelligence, seen most clearly in the mindless rage which causes them to try with all their might to attack and tear to shreds any weaker being.*
> *When fighting fleders, it is best to take advantage of their particular method of movement. These creatures do not run, but they do try to catch their prey and knock it over by leaping."*

Combat Tactics

"When Fleders attacks you, use a combination of dodges, Igni Sign and quick attacks on it and it will not be much of a problem. All you need to keep in mind is that it can leap.

Fleders as ekimmaras are especially dangerous foes due to their ability to regenerate. They can even outlast a witcher using the finest potions. Black Blood potions are an effective way to weaken any lower vampire, fleder included."

Foglet

Classification

Necrophage

Occurence

Wherever thick fog can arise: swamplands, mountain passes or the shores of rivers and lakes.

Height

Small-Medium

Temperament

Violent

Threat

High

Description

"Fog is the traveler's foe. In the forest, it can make one lose one's way, at sea, it can send one sailing into the rocks. Yet such dangers are nothing compared to the monsters known as foglets which sometimes lurk within it. These creatures have powerful arms and claws like Zerrikanian kinjals, yet what makes them truly dangerous is their mastery of deception, beguilement and disorientation. Many times they need not attack at all, instead simply driving their prey to madness or into boggy marshlands, after which they wait patiently for it to drown in the muddy waters."

Combat Tactics

"Rapidly thickening fog tends to be a sign that foglets are close. Prepare Quen if the fog is accompanied by snarling. Foglets create illusions of themselves that can cause physical harm, while the real foglet stalks the area. Damaging the illusions disrupts them, and can reveal the foglet's location.

While foglets can disappear, watching for moving patches of fog or grass swaying in a path leading directly to their victims is one way to identify their location. It is possible to counterattack a foglet as they materialize to attack, a good way to begin your offense. They can't be attacked when invisible . When the foglet makes transparent visions of itself they can harm you. Foglets don't like aard so make aard and quen your main spells.

Aard has also been seen to be able to hit and knock back/down a Foglet while it is in fog form. Yrden is particularly useful for buying a witcher time to react to a foglet ambush, slowing down the monsters and disabling their invisibility. Moon Dust bombs can keep foglets from turning invisible and disrupt their illusions."

Forktail

Classification

Draconid

Occurence

Worldwide, found in nearly every region

Height

Medium

Temperament

High

Threat

High

Description

"Forktails owe their quaint name to the long sharp growths at the tip of their tails.

A blow from this weapon can slice an oaken shield in two — along with the arm that was carrying it. Thus, though its name conjures images of cutlery, fighting a forktail is nothing like a dinner party and ends in death rather than dessert."

Combat Tactics

"Like all draconids, the forktail is more than a capable flier, though it can be brought to the ground with Crossbow bolts or Grapeshot. They are as aggressive as Wyvern, and make use of their foot talons in order to slash and kick at their prey.

The singers on the tip of their tail are highly poisonous, and because of this Golden oriole is essential. They will use their tails aggressively while in combat and the only counter is to try and evade these attacks. However, do not become so pre-occupied with the tail that you forget its head. Bites from the forktail come at near-lightning speeds, but can be parried and countered."

Foul Flower

Classification

Flora

Occurence

Forests, woodlands and occasionally gardens.

Height

Small

Temperament

Violent

Threat

Low

Description

"These large plants can be found in a variety of locations and as with all Flora, are easily mistaken for common foliage, though they are dangerous to get close to, let alone touch. With their bright red and yellow flowers however, they can be deceptively attractive. They appear to grow pineapples, but these are in fact a ruse to catch their prey."

Combat Tactics

"While harmless from a distance, the danger lies in approaching these sinister plants. They will lash out with a tail-like vine, a fruit attached to the tip with a large and deadly stinger. If injected, the victim will begin to feel drowsy as their nervous system is invaded with a muscle weakening neurotoxin. Meanwhile, the work will begin, as the creature uses the stinger like a syringe, to suck its prey's innards out and liquidate them. As with all Flora, attack with Igni or any fire source and uproot the creature once it is weakened."

Gammoth

Classification

Elementa

Occurence

Icy plains and frozen wastelands.

Height

Huge

Temperament

Docile

Threat

Substantial

Description

"One would be forgiven from thinking that these gentle giants stem from the same family as Mammoths, where in fact thery are of the Elementa family, due to their command over the element of ice. Although towering and intimidating in appearance, they are incredibly docile and friendly towards all humanoids and other anmals, bar would-be predators. Their thick icy armour protects them from most attacks and therefore anything not substantially threatening towards them is ignored. However, aggravating a Gammoth is a sore mistake, for the beasts have incredible power at their disposal, both physical and elemental."

Combat Tactics

"A Gammoth is a difficult opponent to subdue even for a seasoned Witcher, due to their size, strength and durability. Dragon's Dream bombs in succesion are effective for stunning the creature, but will not provide significant damage. One must above all avoid the Gammoth's icy hooves, for they can freeze a foe upon contact. The most effective way to take down a Gammoth is to remove the rocky shield covering its forehead (which takes some doing) and then strike between the beast's eyes."

Garkain

Classification

Vampire

Occurence

Garkains shy away from sunlight whenever possible, so are often found dwelling underground near to human settlements.

Height

Medium

Temperament

Violent

Threat

High

Description

"Garkains, like fleders, belong to the class of particularly dangerous vampires whose strength exceeds even that of fiends. An encounter with one of their number almost always ends in death, which is why there are not many eye-witness accounts of them. From the city guard reports written up in Lan Exeter describing the attacks committed in that city in 1104 by three garkains (later killed by a certain Olivier of Gulet, witcher), it seems these horrible monsters do

not content themselves with drinking the blood of their victims. The investigators concluded from the blood and guts strewn around the crime scenes that garkains tear their victims to shreds with great delight and muck about in their bloody entrails.

> *Garkains belong to the group of creatures known as lesser vampires. They often gather around themselves members of other subspecies of lesser vampires, acting in such situations as leaders of the pack. They are by and large unable to run, but can jump a great distance and often attack their prey in that way. During combat, they usually keep their distance from their foes, trying to incapacitate them using a blast of mental energy provoking visions that beguile and disorient."*

Combat Tactics

"Before grappling a garkain, one should drink the Black Blood potion and stock up on vampire oil. It should also be remembered that the Samum and Moon Dust bombs are always effective weapons against any mental attacks."

Gargoyle

Classification

Elementa

Occurence

Elven Ruins and Castles

Height

Medium

Temperament

High

Threat

High

Description

"Gargoyles are stone statues brought to life by magic in order to guard mages' laboratories and lairs from intruders. Their appearance alone has scared off more than one prospective burglar. Those who do not take fright at the sight of these horned and winged monstrosities usually die shortly thereafter, torn to shreds by stony claws."

Combat Tactics

"A gargoyle is nearly as sturdy as any earth elemental, but significantly faster, more versatile, and seemingly more intelligent. Aard, Axii and Igni are almost entirely useless. Gargoyle melee attacks may not have the same reach, but they cannot be parried. Evade them. Yrden can slow a gargoyle down, making it easy to evade their melee attacks, and allow a witcher to strike back. Do not linger in front of the gargoyle for long. They can counter overly aggressive witchers by using their poisonous breath.

The safety of range is fleeting versus a gargoyle. They can not only throw rocks with a great degree of accuracy and power, but they can leap into the air and crash down atop or next to a witcher with terrifying speed. Both attacks serve to harm and stun victims. A gargoyle can also stomp the ground with such force that they can stun and partially blind nearby threats. That stomp in particular is one of its most dangerous attacks if you're at close range.

Its wind-up animation is only half a second and the shockwave it makes both hits quite hard and covers a very large area, almost beyond your Roll range if you were in melee combat with the Gargoyle. By far, your best option for fighting one of these is with Quen. Turn it on and wade in with sword swinging. You'll be able to take the stomp shockwave with no damage and not getting staggered and should be able to get multiple hits in before you have to roll away. If you see it raise its arm it's going to do a melee combo and you'll only handle the first hit so roll away. Rinse and repeat."

Garm

Classification

Canine

Occurence

Exclusively at night, often by roads between settlings.

Height

Small

Temperament

Violent

Threat

Substantial

Description

"If you are travelling at night upon lonely roads and hear a howling, turn back or more likely, pray for your life. Garms travel in huge numbers, and each Garm is highly dangerous, volatile and exclusively carnivorous. One will be confronted with a horde of red eyes piercing through the pitch black, unable to see the beasts due to their dark fur, and those blazing hues will be the last thin they see before their throat is torn out."

Combat Tactics

"Blizzard and Northen Wind are recommended when dealing with these creatures, as they are both numerous in their attack and deadly swift. While a Garm can be felled with a swift sword blow, one must be rigidly cautious to defend themself from other members of the pack."

Gavua

Classification

Avian

Occurence

Found wandering the deserts and by Oasis pools.

Height

Medium

Temperament

Low

Threat

Low

Description

"Possessing features similar to both an ostrich and a peacock, the Gavua is a relatively peaceful avian. While it often travels with members of its family, they are happy enough to be left to their own devices, only ever retaliating if they or their young are threatened."

Combat Tactics

"While having to put down a Gavua is rare, it is a relatively simple matter, as they are not in any way protected by armour. As long as one avoids their beaks and talons, then the fight should be over before it has begun."

Ghoul

Classification

Necrophage

Occurence

Anywhere near corpses.

Height

Small

Temperament

Violent

Threat

Medium

Description

"Ghouls and graveirs are hard to describe. In part, they resemble humans – yet on the whole, they are the utter negation of all that is human. Though they have arms and legs like men, they walk on all fours like dogs or badgers. Though they have eerily familiar faces, one searches them in vain for any sign of sentiment, reason or even a spark of consciousness. They are driven by one thing and one thing only: an insatiable craving for human flesh."

Combat Tactics

"A key strategy to make fighting a group of ghouls easier is to keep moving around until one ghoul gets separated. When this happens circle the ghoul and try to kill it. Do small attacks now and then, but keep dancing around.

If a ghoul is low on health and starts snarling loudly, this is a sign that the ghoul is becoming enraged. Make this ghoul your priority to kill, as otherwise it will regenerate most of its health. When enraged the ghoul's behavior grows more aggressive; the Axii sign works well for stopping the effects of enrage."

Giant

Classification

Ogroid

Occurence

Rocky regions and caves.

Height

Huge

Temperament

High

Threat

Substantial

Description

"Giants are dwellers of caves and nearby landscapes, completely primal beasts devoid of intelligence and living only to destroy and devour. It is fortunate that they mostly keep away from civilisation, but on occcasion, a giant has attacked a town and near decimated it in the process. Trying to reason with these beasts will only end in one being stamped out under their heel."

Combat Tactics

"Slaying a Giant is feat that has been accomplished by few in the entire world history, as even skill and patience is often little match for their brute strength and primal rage. Northern Wind can be used to slow them down, but this is effective for only that. Quen is largely advised at all times of the fight, as with most large monsters, bleeding Giants out is the most effective way to kill them."

Giant Centipede

Classification

Insectoid

Occurence

Giant centipedes are encountered in forests or on meadows, in regions where they find many places to hide; due to their simple nervous system, they see almost everything as a source of food.

Height

Medium

Temperament

High

Threat

Medium

Description

"Giant centipedes are enormous, insect-like monsters which can be found in many places in the world, but are particularly common in the lands (or more precisely, under the lands) of Toussaint. There they often dwell in close comity with shaelmaars, for a sort of monstrous symbiosis has developed between them: giant centipedes feed on the small creatures which eat Shaelmaar dung.

Hard chitinous armor covers nearly the entire body of a giant centipede. Sticking out from under this carapace are rows of hooked limbs. Giant centipedes are able

to burrow into the ground with shocking speed, only to then appear back on the surface in another place. Once they select a target, they will circle it determinedly, trying to get close enough to deliver a blow. They attack primarily with their powerful mandibles, but they also possess glands allowing them to spew acid."

Combat Tactics

> *"The greatest obstacle when fighting giant centipedes is their thick armor, which deflects most blows not only from weapons, but also from magical means – such as those dealt by simple spells or witcher Signs.*
> *When attacked with a weapon, they will often parry the strike, then quickly reply with their own forceful counter. Thus the best method for fighting them is to chatch them in an Yrden trap, keeping them from protecting themselves with their armor or burrowing into the ground."*

Giant Scorpion

Classification

Insectoid

Occurence

Dry barren regions and dark caves, but occasionaly can be found in woodlands.

Height

Huge

Temperament

Violent

Threat

Substantial

Description

"Though Giant Scorpions hail from the same family as their cousins the Aracnomorphs, there are several easy ways to identify them. For one, they are larger than even a Colossi Aracnomorph. Much larger. Second, while they still have eight limbs, their front arms are instead massive pincers, capable of crushing wood and stone with ease. Almost the entirety of their body is encased in a thick exoskeletal armour which is notoriously hard to penetrate with even the finest steel. Last, but definitely the most noticeable, is their thick tail with a deadly sting upon it's end. I do not envy any who stumble across these gargantuan beasts."

Combat Tactics

"As with Arachnomorphs, Giant Scorpions tend to come across as far too intimidating to possess a weakness, but thankfully they do; their underbelly. It is the only part of their body not covered in their thick armour and therefore should be exploited as much as possible. Doing so however, is not so easy, and requires speed and efficiency of a caliber that even the finest Witcher may find difficult. Those who delay or time their attack wrong may find themselves crushed within the beast's pincers or on the tail end (no pun intended) of their evil stinger, which contains enough poison in a single dose to kill ten humans instantly. However, and somewhat thankfully, the Giant Scorpion is slower moving than it's Colossi cousin, and therefore slightly more negotiable"

Giant Toad

Classification

Amphibian/Cursed Ones

Occurence

Large bodies of water and deep sewers.

Height

Large

Temperament

Medium

Threat

High

Description

"Exceedingly rare, the Giant Toad has only been spotted a handful of times throughout records. While their animalistic appearance would suggest otherwise, they are highly intelligent beings and can both comprehend speech and vocalise in turn. It is with those traits that the Giant Toad can be conversed with, and reasoned with if need be. Nevertheless, these creatures are not to be trifled with, as those who have been slain have often been surrounded by the bones of their various victims, men who tried to slay them and women who, transfixed by the old tales of the Toad Prince, have tried to kiss them in hopes of finding a prince."

Combat Tactics

"While it has the appearance of a simple oversized toad, the Giant Toad has a number of offensive tactics to keep even a Witcher on their toes. First of all, the orange coloured lumps on the Toad's body secrete a form of nerve gas, rendering the attacker woozy and unaware. Second of all, the Toad will lash out its incredibly long and equally strong toungue, which it uses to entrap foes and bring them into its mouth, where the victim will be devoured by shrap teeth. The third of its attacks is to spit a concentrated and acidic glob of venom, which can melt through steel and should be avoided at all costs. For this reason, Golden Oriole is vital in this fight. Igni can be used to burn off the orange spores, and igniting the gas expelled from them can be used against the creature. The beast is also capable of launching itself in the air and smashing down on a foe, which can be avoided and then countered. Exploit the beast's soft underbelly, and hopefully the conflict will be over quickly."

Glavenus

Classification

Elementa

Occurence

Frozen plains and cold mountain regions.

Height

Medium

Temperament

Violent

Threat

Substantial

Description

"The Glavenus is a cold-loving denzien, dwelling in areas blanketed in snow and ice. Highly territorial and posing danger to any who cross its path, it will mercilessly attack even its own kind should they move in on its turf. Despite its size, it is deceptively fast, only adding to its threat level."

Combat Tactics

"With the ability to exert ice and cold air from its own body, the Glavenus's most deadly weapon is its tail, tipped with an almost five foot long blade coated in ice as hard as steel. Whatever it hits will freeze upon contact, only to be left open to death. Also able to expel ice breath, it is capable of chilling the very air around the Glavenus. The beasts arms prove almost useless as they extend out a mere few inches, although the talons on its feet can be used to swipe at an enemy. The beast, as an ice elementa, is weak to fire and so can be exploited with blasts of Igni. Aside from that, attacking the underbelly or decapitation are the best options, the same steely ice coating most of the beast's back and sides."

Goblin

Classification

Relict

Occurence

Caves, ruins but also settlings in the night.

Height

Small

Temperament

Violent

Threat

Medium

Description

"The hideous spawn of the Broodmother, Goblins are vicious little beings who act in a hive mind, similar to bees and wasps. Destroying and killing all they come across, the only time they will spare a life is to carry the victim off to mate with the Broodmother. The armour and weapons used by Goblins is comprised of whatever it is they can scavenge, from scraps of leather to plate armour, pitchforks to the finest steel swords."

Combat Tactics

"While Goblins pose very little threat individually, they can prove deadly when in mass. Unfortunately, Goblins never act alone, with it not being uncommon for at least twenty to act together at one time. As with many beasts, numbers can often overwhelm even those such as Witchers. Quen is a necessity when facing a horde, and the Blizzard potion can be exceptionally useful. Goblins will fall to a

sword stroke, but you have to be fast and prepared for attacks from all sides."

Gobul

Classification

Aquatic

Occurence

Deep Ocean.

Height

Medium

Temperament

High

Threat

High

Description

"An ugly twist of an Angler and Pufferfish, the Gobul lurks in the darkest parts of the ocean, luring whatever prey it can seek in with the dangling light it tempts all with. Whether fish, man or drowner, this devil of the deep will consume any that fall into its trap. Like a Pufferfish, it can reduce and expand its body, the stomach which is akin to a Pufferfish's is poisonous, but considered a delicacy amongst the nobility with the toxin safetly removed."

Combat Tactics

"A Witcher will rarely ever need to swim to the depths in which the Gobul lurks, but if they must, they must be on their guard at all times, and not follow a sudden shining light. While a Witcher can use a crossbow in the water, it is their only weapon of use. A direct shot into the creature's open mouth will penetrate its organs, causing death, but they must be careful to not approach the beast, as both teeth and spines contain powerful venom that will cause paralysis, at best causing the Witcher to drown and at worst, watching the Gobul devour them alive."

Gogomoa

Classification

Primate

Occurence

Jungles.

Height

Small

Temperament

Medium

Threat

Medium

Description

"The Gogomoa is a Baboon-like Primate, with the difference of three giant claws on each hand and a coating of red and white fur. While not the most violent of creatures, they do not appreciate their territory being invaded and will attack trespassers and aggressors alike. While not capable of speech, they can be negotiated with, not possessing an instant distrust of humanoids who display friendliness."

Combat Tactics

"The Gogomoa is not a particularly dangerous foe, needing only a silversword to strike it down. However, it is blindingly fast, navigating amongst the jungle foliage with ease, disappearing into the vicinity only to reappear for a suprise attack moments later. If facing more than one of these primates at a time, take the utmost caution to not become surrounded and overwhelmed."

Goldbeard Ceadeus

Classification

Aquatic

Occurence

Oceans.

Height

Small

Temperament

Docile

Threat

Low

Description

"Like the common Ceadeus, the Goldbeard is often mistaken for a Mermaid, and dragged from it's watery home by fishermen in the hope that they have captured themselves an aquatic beauty. Identical to the Ceadeus, the only difference is that the Goldbeard, as suggested, is enitely of a golden hue, from its scales and horns to its chin fur."

Combat Tactics

"As with the Ceadeus, the Goldbeard is relatively harmless, only being able to thrash its tail if raised to the land, but able to do little else."

Golem

Classification

Elementa

Occurence

Elven ruins and caves (throughout the world).

Height

Large

Temperament

Violent

Threat

Significant

Description

"Golems are mindless matter brought to life by a spell. They obey their creator's orders without question. Their boundless strength, ability to withstand pain, endless patience and the fact that they need not one jot of food or drink makes them the best servants or guards anyone could ask for. Once provoked, they will not tire of battle until they have either crushed their opponent or themselves crumbled to dust."

Combat Tactics

"Do not attempt to parry the punches delivered by a golem. The sheer weight and power behind them renders such thinking suicidal at best. A charging golem cannot be easily stopped, but a clever witcher can use this to their advantage. Roll out of the golem's path, then strike.

Yrden is useful when going toe-to-toe with a golem, but remember that the golem is merely slowed, not helpless. They can still fight despite Yrden's effects, *and can still interrupt a witcher's swordplay with a single crushing blow. As with the elementals, a golem can pound the ground with such ferocity, anyone standing near it is knocked prone.*

Surprisingly enough, a fully developed Whirl attack combined with the effect of Thunderbolt potion and Elementa oil can in fact devastate a golem, as the creature's size prevents it from evading one's attack, and its vulnerability to the knock-back effect means that once caught inside the whirling storm of silver blade, it cannot back out or retaliate as long as one has the stamina to spare."

Goliath

Classification

Relict

Occurence

Wandering arid plains.

Height

Gigantic

Temperament

Medium

Threat

Critical

Description

"The Goliath is the largest land monster known to man, with the largest ever recorded at exceeding a height of three hundred feet. Not only the tallest land monster, it is also the physically strongest, able to smash through entire cities, forests and mountain ranges with ease. There is argument amongst scholars as to whether the Goliath can be considered an Elementa, as like Dragons, it is capable of breathing fire."

Combat Tactics

"None in known history have ever slain a Goliath, and so the route of its destruction is unknown. Being a mass of muscle and thick armour, with no apparent weak spots, the only advice is that if you were to ever come across one, do not agitate it, for the beast itself is not overly aggressive, but if threatened will cause unimaginable destruction."

Gorgon

Classification

Relict

Occurence

Deep caves and ruins.

Height

Medium

Temperament

Violent

Threat

Substantial

Description

"The Gorgon is a true twisted monstrosity, lurking deep within caves and forgotten ruins. A true embodiment of the night creatures children fear, it skulks through the dark, unseen and unheard and until it strikes before its prey are even aware. It moves similarly to an Arachnomorph, although it is not related in any way to the Arachnoid family. Perhaps their most menacing trait is their ability to paralyse their opponents with their gaze, a tactic they will often employ with their prey, before they devour them; alive."

Combat Tactics

"Eerily fast and strong, the Gorgon can tear easily through muscle and bone with its claws, which are laced with a potent venom and as such, Golden Oriole is a must to any Witcher fighting against one of these beasts. Their limbs however are fragile, and can be cut off with ease, disabling both their main attack and speed. One must be careful not to be caught in their gaze, especially eye contact. Once the limbs are removed, aim for the neck and the head will slice off clean."

Grand Zinogre

Classification

Elementa

Occurence

Stormy regions.

Height

Large

Temperament

Violent

Threat

Critical

Description

"The male sex of the Zinogre, the Grand Zinogre is one of the most dangerous creatures known to man. With its strength, speed, senses and elemental powers increased from that of its female counterpart, there are few creatures that can rival its power. The lightning the Zinogre expels is now turned to a dark crimson, and is capable of disintergrating a target in a single blast."

Combat Tactics

"With just about every physical attribute superior to that of a Witcher's, the Grand Zinogre has been the downfall of several veteran monster hunters. Even if a Witcher were to match their strength and speed, they would need to avoid the crimson lightning at all costs, save if they wish to be vaporised from the annals of history. Elementa oil and Dimertium bombs are critical, the latter especially to negate the lightning, if only temporarily. Their only noted weak point is between their shoulders and neck vertebrae, where a silver sword can penetrate and cut off the creature's spinal cord."

Grave Hag

Classification

Necrophage

Occurence

Battlefields or any location where a large number of corpses can be found in shallow graves or left out to rot.

Height

Medium

Temperament

High

Threat

High

Description

"Few monsters' names fit as well as the grave hags'. As one might guess, these creatures resemble aged, deformed women and loiter near graveyards and battlefields. Grave hags feed on human corpses and in particular on the rotten marrow which they slurp from human bones using their long, prehensile tongues. Once a hag has devoured all corpses within reach, she turns to killing men and burying them in the cemetery as she waits for them to decompose."

Combat Tactics

"Grave hags are territorial and aggressive when provoked, using their great speed to rapidly close on prey. You should always have Quen active, and Yrden prepared for use, in the event that a hag is spotted before combat begins. This provides the best chance to defend yourself. Stun-and-hit combat with Axii is also very effective.

The tongue of a grave hag can surprise even veteran witchers with the speed and range it can lash out. Being struck by it can cause temporary blindness, leaving the victim unable to properly defend themselves.

However, a well-timed counterattack can sever the tongue. While not explicitly vulnerable to Igni, igniting a grave hag can give a witcher a needed respite from their assault. The claws of a grave hag are sharp, but not enough that skilled swordplay cannot defend against them. A well-timed parry can stop a maddened hag's claws. The follow-up counter-attack can then open the grave hag up to successive silver sword blows. Black Blood can be effective at stopping a grave hag that has gotten the best of a witcher in the melee. This is another useful way to push back against their relentless assault."

Grecko

Classification

Amphibian

Occurence

Found in and around lakes.

Height

Small

Temperament

Medium

Threat

Low

Description

"The Grecko is an irritant of the waters, a hound sized amphibious being that mainly preys on large fish in the water, and livestock on the land. Scaled in purple with glowing orange eyes, its sharp teeth are laced with an algae-like bacteria causing the bitten to fall ill."

Combat Tactics

"Witchers consider these creatures pests more than anything, and as such they are easy to dispose off. Not particularly agile or strong, theo nly thing a Witcher should beware of is the beast's bite, which while not causing illness to a Witcher, delivers a painful stinging that lasts for several minutes."

Grick

Classification

Amphibian

Occurence

Shallow waters and water banks.

Height

Medium

Temperament

High

Threat

Low

Description

"These slug-like monsters live only to feed, favouring blood akin to leeches. While relatively slow to move, their reach is deceptive, using their long appendages to grab their prey and bring them to a close proximity, where they inject their barbed tongue and suck their victim's blood."

Combat Tactics

"Although the Grick has the ability to drain its prey's lifeblood, they prove a very litttle threat to Witchers, with their slow speed and one attack. Simply bisect the creatures and be done with it."

Griffin

Classification

Hybrid

Occurence

Mountain Ranges to Open Fields.

height

Large

Temperament

High

Threat

High

Description

"Griffins were once only found high in the mountains, where they would hunt marmots and wild goats. When humans encroached on their lands, however, griffins soon discovered a new source of much more plentiful and easier-caught prey: cows, sheep and shepherds.

> *Though still wary of main roads and towns (where fold with the means to hire a witcher are like to dwell), these half-eagle, half-wildcat creatures have gone from rarities to oft-encountered pests known throughout the Northern Realms. Especially hated are the subspecies known as royal griffins and archgriffins."*

Combat Tactics

"Griffins will repeatedly swoop down from the sky in order to rake their target using their talons. Archgriffins can also spit corrosive acid, weakening armor. A crossbow or Aard sign will force a griffin to the ground, making the fight more manageable. A silver sword should be used for ground combat.

Griffins use a high pitch roar that can knock its opponent off balance. They will leap at their target from a great distance, in order to tackle their prey. Attacks from a griffin will cause bleeding. The Quen sign, or a Swallow potion can be used to counter bleed effects.

It's best to keep a griffin within melee range so that it can't use its tackle ability. A griffin's tackle can be difficult to avoid, easily ending in death. Each swipe from the wing talons can be telegraphed by the wing being raised into the air. Try to attack the griffin from the side, to inflict damage where it's unprotected. Explosive crossbow bolts work well against a grounded griffin, though this means

staying out of melee range and allowing it the opportunity to use its tackle. A Northern Wind Bomb can be used to freeze the griffin in place.Explosive crossbow bolts work well against a grounded griffin, though this means staying out of melee range and allowing it the opportunity to use its tackle."

Harpy

Classification

Hybrid

Occurence

Highlands.

Height

Medium

Temperament

High

Threat

Medium

Description

"It is hard to say what is most repulsive about harpies: their hideous appearance, the overwhelming stench of rot and bird excrement that clings to them or their bloodcurdling screech. Suffice it to say that even rats, who dwell happily among the rankest fecal matter and rotten waste, give their nests wide berth.

> *Harpy nests are most often found atop high cliffs, or rocky ravines. Sure signs of having strayed near one are crumbling human and animals remains, guano-streaked rocks and feathers littering the ground.*
> *Harpies hunt in flocks consisting of a handful to up to twenty individuals. Though rather cowardly and cautious, harpies fiercely defend their nests and will not hesitate to attack when outnumbering their foes.*
> *During combat they use their ability to fly swiftly to strike their victims one by one before soaring back up out of reach. They can kill with their wings or their sharp beak and talons. Once on the ground they move slowly and clumsily, and thus no longer present much of a threat."*

Combat Tactics

"Like many other swarming enemies such as wolves or Drowners, individual Harpies are quite weak, fragile and easy to deal with. Problem is, you almost never deal with an "individual" Harpy. In some ways they're even more annoying than land-based swarming monsters because as you're focusing your attention on one or two in front of you, several others are flying around where you can't see them and can suddenly swoop in out of nowhere from quite a distance away from you and hit you from behind. If you have built it up, Aard in the omnidirectional Aard-Sweep form combined with the Far-Reaching Aard upgrade will be a godsend against them."

Haruna

Classification

Primate

Occurence

Jungles.

Height

Medium

Temperament

High

Threat

High

Description

"A far more territorial and violent primate than the Gogomoa, Haruna's are easily identified by their pink fur and hippo-like snouts. Not only more aggressive, they are stronger than their cousins and just as fast and prone to attacking in numbers."

Combat Tactics

"As with the Gogomoa, a silver sword blow will fell them, although Quen ias advised to take the brunt of the Haruna's attack. Watch out for numerous attacks from the foliage and strike when an opportunity presents itself."

Hellblade

Classification

Elementa

Occurence

Locations of heat, particularly hot springs and volcanoes.

Height

Medium

Temperament

Violent

Threat

Substantial

Description

"The fiery counterpart of the Glavenus, the Hellblade stalks the heated lands of the world, feeling at home most close to sources of fire and lava. As with the Glavenus, its tail is bladed and coated in flame, with the breath of the beast being fire. It is often argued which of the two is the more dangerous, although the Hellblade has more recorded humanoid fatalities."

Combat Tactics

"Tactics to defeat the Hellblade are identical to that of the Glavenus, with the difference that Igni wil only empower the creature. As with most fire, Aard can be used, especially when the beast prepares to unleash its flame breath. Northern Wind bombs can be especially useful as well, as can be luring them into colder regions."

Higher Vampire

Classification

Vampire

Occurence

Cities

Height

Medium (Human Form)

Large (Bat Form)

Temperament

Medium

Threat

Critical

Description

"Only a mutual thirst for blood links Higher Vampires to their distant and much more primitive cousins: Ekimmaras, Alps, Katakans and the like. Higher vampires are, in fact, much more similar to Humans than to those bat-like blood slurpers. They not only resemble us in appearance, but also share our intelligence and behavioural patterns.

This means they do not squat in distant forest or hide in the shadows. On the contrary, they are particularly fond of cities, where they live out deceivingly normal lives. Even Witchers are not capable of recognizing them at once, for their medallions remain perfectly motionless in the presence of Higher Vampires. Yet all these similarities should not blind us to an essential difference: unlike men, Higher Vampires are immortal. Those who have faced them in combat and survived can be counted on one hand.

It is a Witcher's good fortune that Higher Vampires are extremely rare — and not all are dangerous to Humans. Though they do have a taste for blood, they do not need to drink it to survive. Some Higher Vampires have renounced feeding on Humans altogether and do no harm to anyone, but others give in to their desires. A witcher who braves fighting a higher vampire must bear in mind that he faces a monster endowed with incredible strength, one able to manipulate men and animals, turn invisible and transform into a giant bat – and furthermore one which it is nearly impossible to kill. In other words, even an experienced monster slayer should think twice before accepting a contract on one of these creatures, even if half a Kingdom and a Princess' hand is in the offing."

Combat Tactics

"An exceedingly rare opponent for a Witcher, Higher Vampires possess nearly unmatched strength and intelligence among all foes one could face. When they are transformed into their beastial state, evasion is key to surviving the encounter, but this is made difficult due to their speed.

Higher Vampires also favor striking while invisible, appearing only when they are an eyeblink away from sinking their claws into a victim. This makes Yrden

absolutely vital both for revealing the vampire, and also keeping it in place long enough to cut it down with a silver sword, ideally coated in vampire oil. Igni is one of the few real weaknesses a higher vampire possesses. Use it if you can; if it catches on fire, it will be stunned for a brief moment.

Black blood is useful, but comes with the obvious risk of allowing the vampire to draw blood in the first place. Do not rely on it to save you. It is best to have quen prepared to absorb a blow, then cast Yrden to keep the monster in place for your silver sword. Drink a tawny owl potion to make it possible for faster sign usage. Even defeating a Higher Vampire in combat does not guarantee it will stay dead. Higher vampires cannot be truly killed by just anyone. They are able to suffer several deaths, each time regenerating over a period of decades. Only a Higher Vampire can truly kill another of its kind, without the risk of regeneration."

Horse

Classification

Beast

Occurence

Anywhere there is human settlement, as well as wild plains. They can occasionally be found wandering through woodlands.

Height

Medium-Large

Description

"The horse is a domesticated animal, often used as a mount or pack beast, as well as the primary method of transportation in the world. Distances are also often measured in multiples of a "day's ride", which is said to be between 35 and 50 miles per day for very good specimens and perhaps closer to 20 miles per day for "average" animals."

Hound of the Wild Hunt

Classification

Elementa

Occurence

Always with the Wild Hunt.

Height

Small

Temperament

Violent

Threat

Medium

Description

"Baying at the heels of the Wild hunt are its Hounds, fierce beasts which follow it like dust clouds trailing after a comet. Hushed legends speak of them losing their way at times and descending from the night sky to earth, cold and death

following in their wake.

Born, or so some experts believe, of magic ice crystal, the Hounds of the Wild Hunt race alongside their spectral masters. Like ravenous, feral dogs they are capable only of mindlessly attacking whatever crosses their path."

Combat Tactics

"The hounds of the Wild Hunt fight as viciously as wolves or wild dogs. They can be momentarily weakened by axii, but only for an instant. These hounds hunt in packs, and can quickly overwhelm the unprepared. Do not let them surround you if at all possible, use yrden to slow any hounds too close for comfort, and break away if needed.

The icy nature of the hounds makes them perfect targets for igni. It also makes it so that any cold environment empowers them. Back off from the hounds if they start forming ice spikes. These barriers will pierce through you if you attempt to strike.

If Yrden can catch multiple hounds in one circle, throwing in a Dragon's Dream bomb and igniting the gas cloud with igni can seriously wound a large group of hounds."

Hydra

Classification

Serpent

Occurence

Caves and ruins.

Height

Huge

Temperament

Violent

Threat

Critical

Description

"The legends of the Hydra's near immortality are not mere fantasy; cut off one head, two more take its place. No mere serpent, the Hydra grows to intimidating heights of thirty feet tall. Each head can not only strike blindingly fast and inject nerve toxin with giant fangs, but can also spit out an acidic muscus, both sticking the victim in place, burning them and sapping at their strength."

Combat Tactics

"Poor is the soul tasked with slaying one of these beasts. Between the Hydra's teeth, venom and acid globs, a Witcher must be on constant guard with this foe. Golden Oriole and Quen are vital for this battle, as the only way to successfully kill a Hydra is to remove all of its heads. This feat is achieved by cauterising a stump once a head has been removed, but that must be done instantly, any longer and another two heads will replace it."

Hym

Classification

Specter

Occurence

Take possession of humans, though they prefer targets who have committed grave crimes, or are emotional and easier to manipulate.

Height

Medium

Temperament

High

Threat

Substantial

Description

"Monsters most commonly claim innocents as their victims: tardy merchants, reckless children and traveleres who wander into dark woodlands out of misplaced curiosity. None of the above need fear hyms, however. These wraiths only latch onto particularly despicable individuals who have committed some unspeakable crime. To all others, they remain completely invisible. When they do show themselves to the one they torment, they appear as a tall, shadow-clad, humanoid silhouette with long, sharp claws.

> *Yet hyms do not sink these claws into their victims. Instead, they sap their strength directly, through inflicting suffering. Speaking in a voice only the victim hears, they drive them to commit acts of violence, aggression and self-harm. A hym will sieze on a guilty person's worst fears and weave out of them hideous visions, slowly driving the poor soul into madness.*
> *Those tormented by a hym are incapable of restful sleep, for they are tormented by ever-more-frequent, incredibly-realistic nightmares. At times the victim will become extremely on edge, yelling pleas or threats at invisible phantoms or confessing his guilt out loud in the hope this will end his torment. This act does not, however, bring any relief, for the hym will not leave until it has addled its victim's wits completely or driven them to suicide."*

Combat Tactics

"Once a hym is exposed possessing a victim, the witcher way of exorcism comes into effect. Moon Dust keeps this spectre corporeal, while a silver sword coated with specter oil finishes the task. Hyms do not move quickly, compared to other spectres. Their ethereal claws have great reach, and they can sap the life out of their victims with a mere brush, which makes up for their slowness. Evade or roll past the claws and try to strike the hym before it can react. Be aware that after several strikes, the hym will teleport to another corner of its room.

Igni and Yrden are both great helps at keeping the pressure on the hym. Being lit on fire does not have a particularly dramatic effect on the hym, but it helps keep it more visible. Yrden slows down the already slow spectre, making it easier to deal damage. When the hym retreats, pursue it quickly before it can regenerate. Continue fighting defensively, evading its claws and striking as openings present themselves until the hym succumbs."

Ice Troll

Classification

Ogroid

Occurence

Snow-Capped Rocky and Mountainous Regions.

Height

Large

Temperament

High

Threat

High

Description

"Climbing to the top of snow-covered peaks is never a safe endeavor. One can slip and fall into a ravine, be buried in an avalanche — or stumble across ice trolls. Unlike the rock trolls found at lower altitudes, these permafrost-dwelling monsters treat every man they encounter as a possible ingredient for a tasty meal.

> *Luckily ice trolls live atop high mountain ridges so inaccessible they rarely encounter humans, and some suppose this is why they have not mastered the basics of Common Speech. Others claim their harsh mountain home has stripped them of an ability they once possessed, for in a land of never-ending cold there is no room for mercy or understanding.*
> *Ice trolls are crueler than their rocky kin. Though they use similar tactics in battle – tossing stones and swinging with their mighty fists – they are heartier and stronger than rock trolls and thus more dangerous. Like rock trolls, their backs are covered in thick protective armor, meaning one should never strike them from the rear. Meanwhile their mass means that the Aard Sign cannot move them. Lastly, never think of attacking them during a blizzard. At such times they draw power from the surrounding cold and fight with increased strength."*

Combat Tactics

"Some rock trolls can actually be reasoned with, making it possible for a witcher to avoid a fight altogether; but this is not the case with ice trolls. If you're forced into a fight with one, cast Quen and apply ogroid oil to your silver blade before the fight.

Trolls of both varieties are vicious fighters, and unfortunately must be fought head on. The armour of stone or ice on their backs armours them too well for flanking tactics. Running away from a troll does not guarantee safety, as they can throw stones with alarming speed and accuracy.

The power and weight behind every punch thrown by a troll means that they cannot be parried. A witcher must be adept at evasion, striking when the opportunities appear, and then dodging the inevitable counter-attack. Ice trolls become noticeably more powerful during snow storms. If you can avoid fighting them during during such weather, do so."

Iguanadon

Classification

Ornithosaur

Occurence

Jungles and rainforests.

Height

Huge

Temperament

High

Threat

High

Description

"A habitant of the damp heat, Iguanadons find themselves truly at home among the foliage of jungles and rainforests. While they are realtively slow moving beasts, their physical strength makes up in tow, along with their mace-like tail and elongated tusks they use to skewer their prey and any attackers. Although if there is anything to be thankful about, it is that they are far too large to be camoflagued in any way, and can be both seen and heard from a good distance away."

Combat Tactics

"As with most Ornithosaurs, the Iguanadon is a walking fortress of thick scales with a soft and vulnerable underbelly, which is the key to their downfall. As slow creatures, Yrden can be used to hinder and progress they may make, though their tail will be on constant attack. Burning their feet and underbelly can also panick them, although it may cause the beast to frenzy; not a hopeful outcome for any Witcher."

Islander

Classification

Relict

Occurence

Found around the oceans.

Height

Gigantic

Temperament

Docile

Threat

Low

Description

"The Islander, also referred to as the 'Great Island Turtle' is an oceanic giant, of which there are speculated only to be a handful in the entire world. The largest creature in the world, they dwarf even Leviathans and Goliaths in size. They are able to lie dormant underneath the sea for centuries at a time, carrying huge islands on their backs, with anything from vast forests to daunting mountain

ranges. Other than that, not much is known about them as despite their size, they are somewhat elusive creatures."

Combat Tactics

"As few have even seen the beasts, let alone come into close contact with them, there has been no report of an Islander having ever been slain, or even a dead body to examining, with speculation that the creatures live for millenia."

Itolai

Classification

Aquatic

Occurence

All depths of oceans.

Height

Tiny

Temperament

Low

Threat

Substantial

Description

"Easily mistaken for the common Jellyfish, Itolai are far more dangerous than even the venom laced floaters of the ocean. Whereas Jellyfish cannot be considered sentient due to their lack of organs and a brain, the Itolai is well aware of its own existence and the life around it. While not an overtly aggressive creature, if roused they will swarm like insects around their target and deliver their fatal stings until the object of their aggression is dead."

Combat Tactics

"As Itolai are sea dwellers, it is fairly hard to combat against them. Although a well placed crossbow bolt can take out a single creature, if the Itolai decide to swarm trying to take them on is futile. It is best to avoid them, which due to their fairly passive nature is not the hardest thing."

Katakan

Classification

Vampire

Occurence

Cities, Sewers and Dark Caves.

Height

Medium

Temperament

High

Threat

Substantial

Description

"Katakans are the embodiments of human fear. They hide in the shadows. They feed on blood. They resemble enormous bats — though with long fangs and even longer talons. And, as if that weren't terror enough, they can turn invisible, waiting unseen while dread of their unpreventable attack overwhelms their victim.

Combat Tactics

"Katakans are notably smarter and more powerful than Ekimmaras. Their power only increases at night, and so a Witcher should take additional precautions if they hunt one at those late hours. Alternatively, the Witcher should wait for daylight, so the Katakan's natural regeneration is impaired. Yrden is one of the most valuable tools when hunting a Katakan, undoing its invisibility, allowing a Witcher to feed them a silver sword.

Another way to draw out a Katakan from invisibility is through the use of Igni, fire-starting bombs, and Moon Dust. One should remember that the Katakan is far more likely to damage the Witcher then the Witcher is to damage him, so having Black Blood handy is just the thing to return the favor."

Kelbi

Classification

Cervidae

Occurence

Grassy fields and forests.

Height

Medium

Temperament

Docile

Threat

Low

Description

"Docile and friendly, the Kelbi resembles a deer, although shades of mossy green and dark blue in colour. They can often be found in groups, grazing on the grass and are happy to be left to their devices, even open to humanoids approaching and petting them."

Combat Tactics

"If a Kelbi is angered and or its family threatened, if will use its horns to try and skewer the aggressor, or its powerful hind legs to kick at them. Fairly easy to avoid, a flurry of silver sword strokes will render the beast."

Khezu

Classification

Relict

Occurence

Near oceans, particularly cliffsides.

Height

Small

Temperament

Violent

Threat

Medium

Description

"The Khezu seems similar to a Draconid although it is their 'head' that makes them what scholars would describe as a Relict. Having no eyes, ears or nose, they seek out prey with vibrations that they cause, using their tongue to 'smell' the air around them. Feasting on a diet of mainly fish and seabirds, the Khezu will attack any nearby humanoids without hesitation, proving especially deadly in numbers. Its Lamprey-like mouth will hook onto a victim's neck, while their tongue will pierce through skin and muscle to start draining the victim of blood."

Combat Tactics

"While not the most difficult of monsters to dispatch, keep Quen active in case the beast tries to go for the neck. Although their bite is formidable, they have little else to offer when attacking. Aard can be used to push them away, as can Igni, which the monster is subsceptible to. Sever the head and all will be done."

Kikimore Warrior

Classification

Insectoid

Occurence

Underground, as well as in swamps.

Height

Small

Temperament

High

Threat

Medium

Description

"It is unknown how exactly it is kikimores communicate with each other. Autopsies are hampered by the high toxicity of their subjects. Scholars have established that kikimores do not seem to possess any detectable auricles. One amateur researcher, Count di Salvaress, put forth a theory in his treatise "A Microscope Among Monsters" suggesting kikimores have a highly developed since of smell and use airborne particles undetectable to humans to transmit information. This theory has yet to be proved or disproved.

> *Kikimore warriors defend their nests from attackers. They attack somewhat slower than kikimore workers. They are able to spew streams of caustic venom a great distance and leap to attack. This venom is highly unique in that it reacts with a witcher's body to raise the level of his potion toxicity.*

They are covered with thick, hard armor which easily deflects blows from even the sharpest sword.
Kikimore warriors are protected by swarms of workers which obey their orders until they are themselves eradicated.
They are completely immune to the effects of the Axii Sign, but vulnerable to Igni, oils and bombs harming insectoids and blows dealt by a silver sword."

Combat Tactics

"The most challenging aspect of facing any kikimore is not only avoiding their legs, but getting past their exoskeleton. Once one finds a weak point, they should exploit it to the max, even better if they can remove the armour, opening up the kikimore to a direct attack."

Kikimore Worker

Classification

Insectoid

Occurence

Underground, as well as in swamps.

Height

Small

Temperament

High

Threat

Medium

Description

"Kikimores form colonies, making them similar to communal insects such as ants. A kikimore colony is ruled by a queen and organised into something of a social hierarchy. Kikimore workers take care of hunting food and bringing it back to the nest, while kikimore warriors defend the nest against attackers.

A worker on its own can be easily killed by even a weak person or a child. It is rare indeed, however, to come across an isolated individual, for kikimore workers usual move in groups of a few to a dozen or so members. The only defense against a swarm of kikimores available to a normal person is to flee. And not even that is guaranteed to work.
Kikimore workers listen to orders given by kikimore warriors. On command, a swarm of workers might begin burrowing tunnels near potential prey to allow for a surprise mass attack. Eliminate the warrior guiding a swarm, however, and the workers will disperse and cease digging.
Kikimore workers are nimbler and quicker than warrriors."

Combat Tactics

"They show complete immunity to the Axii Sign, and when they dig tunnels, they are invulnerable to all the other Signs as well. Poison also does them no harm.

A good method for fighting them is to use the Igni Sign as well as oils and bombs meant to damage insectoids."

Kirin

Classification

Relict

Occurence

Appearing only at twilight, near bodies of water and wandering forests.

Height

Large

Temperament

Violent

Threat

High

Description

"A Unicorn touched by dark magic, the Kirin is much more hostile than its light counterpart. With increased strength and speed, the beast has been granted a newfound ability to conduct lightning, making it a dangerous foe if encountered."

Combat Tactics

"As with a Unicorn, take special care to avoid the creature's horn, which can gut a careless Witcher. With its increased physical attributes, the Kirin will try to ram an opponent head on and trample its once grounded. An obvious solution is to cut the beast's legs off, although as with Dragon's, Witchers are usually disuaded from harming Unicorns and Kirins."

Konchu

Classification

Crustacean

Occurence

On and around beaches.

Height

Tiny

Temperament

High

Threat

Medium

Description

"Hiding in the sands of the world's beaches, the Konchu will emerge once it senses prey above it, leaping out into the air from a ball and spinning rapidly until it opens its armour, ready to devour. Feeding on anything from from insects to small mammals and lizards, it will even risk attacking prey much larger than, which it can suprisingly take down with ease when attacking in numbers."

Combat Tactics

"While the Konchu may seem relatively harmless to a grown adult, the shell that covers them becomesa razor sharp weapon once exposed, the edges lined with

jagged points easily capable of breaking through skin. A rapidly spinning Konchu can easily inflict a number of deep cuts on the unwary Witcher. Once exposed however, the Konchu's actual body is soft and vulnerable, and can fall to a blade."

Lagiacrus

Classification

Aquatic

Occurence

Far out oceans.

Height

Huge

Temperament

Violent

Threat

Critical

Description

"There are many reasons that fishermen and sailors avoid travelling out to deep sea whenever possible, with the Lagiacrus being one of the most notable. Extremely territorial and violent towards any who cross its path, the creature has been responsible for many deaths at sea, capsizing boats and swallowing men whole in its wrath."

Combat Tactics

"Fighting one of these monstrosities can prove an almost impossible task, unless they are emerged from the water. Their size alone makes for a difficult scenario but when you add their ferocity into the mix, victory in combat is all but futile. Arm yourself with Quen and hope you can withstand the creature's attack until it seeks other prey."

Lagroth

Classification

Ornithosaur

Occurence

Swamps and marshes.

Height

Large

Temperament

Medium

Threat

High

Description

"Found relaxing in the swamps and marshes of the world, the Lagroth shows

great joy in languishing in the mud and bog, only exiting the waters to hunt. While it is not the easiest to rouse in aggression, it can easily be considered dangerous and the downfall of of a careless Witcher."

Combat Tactics

"While the Lagroth possesses no venom or toxins, what it does wield in turns are razor sharp claws, piercing fangs and one of the most powerful tails of any monster. A sound tactic if you must face the beast is to pin the tail down, preferably with Yrden, although a sword plunged through the tail into the ground would be perhaps more effective, though extremely daring. Once at least partially immobilised, the Lagroth will be easier to deal with, although still dangerous. Fortunately, the creature is quite susceptible to the Axii sign, although if it cannot be calmed enough to retreat back to its resting ground, one must peel away tough scales before slicing the flesh."

Lapidia

Classification

Cursed Ones

Occurence

Swamplands

Height

Medium

Temperament

High

Threat

High

Description

"Lapidia are the result of criminals and sinners who have died a grisly death at the hands of swamps, having drowned in bogs and marshes while trying to flee or hide. Years after their death, they return as a hybrid of man and plant, but with only a primal need to feed. And unfortunately for those who cross their paths, their prey is anything and everything that moves."

Combat Tactics

"While the Lapidia seems nightmarish, fortunately it has several weaknesses, the two most prominent being Cursed Oil and the Igni sign. Witchers should beware of letting the creature grab hold of them, for it will try and clamp its 'mouth' around their head, said mouth being full of paralysing toxins and acids. The monster can utilise vines to snare its prey, and even if sliced through, more will appear from its body. If you cannot manage to burn the body, focus on trying to draw the creature into close quarters before removing the head."

Larinoth

Classification

Ornithosaur

Occurence

Grassy Plains

Height

Large - Huge

Temperament

Low

Threat

Medium

Description

"Larinoths are a herbivorous monster that roam grassy plains in packs, comprised of adults and the young. Like several other creatures, young Larinoths mate for life and as such are very family-oriented beasts. Perfectly happy to be left to their own devices, they will only ever become a threat if their family is put at risk or confined to small spaces."

Combat Tactics

"While the Larinoth is not particularly aggressive as such, it should not be underestimated in terms of physical power. Easily capable of breaking bones and causing huge internal injuries, Witchers are usually called to deal with a Larinoth pack if the creatures have stumbled into a farmstead or a village. It is therefore that Quen is highly advised, but thankfully if a Witcher must fell one of these beasts, their white underbelly is unprotected and can be sliced through, severing veins, arteries and organs."

Leshen

Classification

Relict

Occurence

Known to make forests their home, rarely stray from their territory.

Height

Large

Temperament

Violent

Threat

Substantial

Description

"Humans have long been fascinated by the wild wood — living in its vicinity was the source of tales about creatures ferocious and benign, friendly and hostile. As they started to settle deeper and deeper into the forests, respect for the unknown diminished. Lumber was gathered, stone abodes were built. As the pestilence that was humanity grew bigger, so did the forest's and its inhabitants' wrath.

At the heart of the forest lies a secret. In a place born of darkness and primeval nature, resides a mighty and terrifying guardian. Immune to human steel, it is believed the leshen is nature's way of protecting the forest and the animals that live within it from the threat humans started to pose upon their ravaging expansion deeper into the lands.

Along with the animals it commands, the leshen became a force to be reckoned with. Sometimes worshipped, this creature can heal other woodland animals and summon nekkers or crows to protect the forest. Its attacks are slow, but deadly — be cautious not to get shackled by its underground roots."

Combat Tactics

"Leshens do not fight alone. They can summon swarms of crows to distract and harass their enemies, and even call upon wolves to fight with them. They seem to prefer nighttime and darker underground areas.

When facing a leshen, watch for them to dig their rootlike arms into the ground. This is a sign that they are commanding the roots to strike. This attack has surprising range, does heavy damage, hits a reasonably sized area and can only be foiled by rolling away from it. Leshens are slow but powerful melee fighters, and can cause serious injury if allowed. Dodge or roll away from the swipes of their claws.

They also have the ability to turn into a "smoke form"; they will raise both arms above their head and with a swirl of dark smoke, disappear. Note while doing this any attacks on them will be at least partially reflected, and will break Quen.

They have been seen to be very, very vulnerable to a series of Fast Attacks and will, without fail, go into Smoke form after taking 4 or 5 hits. This will also teleport them to a random location but they will stay in smoke form which is openly visible as a small moving cloud of swirling smoke, and attacking it does no damage until they appear. They won't attack while in smoke form, but if you're right next to them when they reappear they come out swinging.

Igni, and any bombs that can potentially cause fire damage, such as Dragon's Dream, are useful against leshens. While a leshen burns, it will be unable to defend itself."

Leviathan

Classification

Relict

Occurence

Deep Isolated Ocean

Height

Gigantic

Temperament

Violent

Threat

Critical

Description

"The Leviathan, the mythical titan of the sea. We only know of its existence thanks to a single eyewitness account, but it was enough to haunt the poor man's dreams and drive him to an early grave. He referred to the beast as 'an ocean dwelling nightmare that dwarfs the very sea it resides in.' Its is speculated that it is the only of its kind, but Melitele help us if there are a brood of these demons lurking within the oceans."

Combat Tactics

"Resign yourself to fate and pray for a swift death."

Lion

Classification

Beast

Occurence

Jungles and arid plains.

Height

Medium - Large

Temperament

Medium

Threat

High

Description

"The Lion, aptly named the King of the Jungle is a large feline native to the more tropical climates of Toussaint and Zerrekania. Lions travel in prides, with a single grown male leading several females and the cubs. Territorial hunters, they seek out a variety of prey, although are only known to attack humans when threatened or disturbed. Adult males are easily identified by their flowing mane, while the females and young are covered in a simple sandy-coloured fur."

Combat Tactics

"If the Witcher happens to become the prey of a Lion, while still fearsome beasts it is useful to know that they do not possess any of the more outlandish abilities of monsters. A sound strategy against a Lion is to use Igni to scare the beast off, as Lions like all cats, tend to have e fear of fire. If however the Lion must be killed, avoid it's claws and teeth, as they will aim to attack the neck. Aside from that, a skilled Witcher can fell a Lion with fair ease."

Maccao

Classification

Ornithosaur

Occurence

Rainforests

Height

Medium

Temperament

Low

Threat

High

Description

"The Maccao has an odd appearance even for a monster, seeming to be some warped cross between a parrot and a lizard, although the size of an average adult human. Although the creature has two powerful legs, what makes it even more bizarre is it transports itself on it's tail, bouncing across the ground. Feasting on large lizards and birds, the Maccao has no appetite for human flesh, but will attack if pushed to it."

Combat Tactics

"While the Maccao may not appear particularly fearsome, it should not be underestimated. While unlike some Ornithosaurs it does not possess any venom, it has a mouthful of razor sharp teeth, brutally sharp claws on its hands and feet, and a bone crushing armoured tail lined with several spines that can easily pierce flesh. Deceptively fast, the Yrden sign is suggested to slow the creature. Even better would be to remove the tail completely, although given the Maccao's speed that would be a more than difficult task. The body isn't hard to penetrate thankfully, so a well placed sword blow can quite easily slice through flesh and organs."

Malboro

Classification

Flora

Occurence

Swamps and marshlands

Height

Large

Temperament

High

Threat

High

Description

"Utterly terrifying to behold, the Malboro is any swamp-treader's waking nightmare. Massive in size, they are covered in organic vents that expel highly poisonous gas, which they use to choke their prey before gripping onto the body with their powerful tongues, bringing them into their mouths and devouring them alive. The perhaps one good thing about this monstrosity is that they thankfully move extremely slowly, making them rather easy to escape from by any fleet-footed individual."

Combat Tactics

"Fighting one of these hulking evils is not small feat, although a Witcher who knows how to brew Golden Oriole comes well prepared. While the potion can protect a Witcher from poisons, the Malboro expels so much of it that an individual may need a second of even a third does, pushing them dangerously to overdosing. The slayer will need to be fast on their feet, as even a casual slip up could result in being caught in the Malboro's tongue and becoming the monster's dinner. The easiest way to dispatch the creature once and for all is to climb up atop its back, and once positioned, impale the head, slicing into the brain."

Mammoth

Classification

Beast

Occurence

Frozen plains, Tundras and Mountains

Height

Huge

Temperament

Low

Threat

Substantial

Description

"The Mammoth is a beast favoured particularly by the people of the far North, serving as mounts and cargo transporters. While realitvely calm, if a Mammoth becomes agitated or angered, it can become a lethal force of nature, trampling and crushing all before it. While it does not eat meat, that does not stop it from being able to kill animals, monsters and humanoids alike with ease. "

Combat Tactics

"It is a rare occurrence to have to battle a Mammoth, although extreme caution should be used if that becomes the case. They are incredibly durable and their gargantuan strength poses a threat to even the most hardened monster slayer. As with most beasts, a surefire way to bring these beasts down is to attack their spine or brain, bringing them crashing to the floor."

Mermaid

Classification

Relict

Occurence

Warm Oceans

Height

Medium

Temperament

Docile

Threat

Low

Description

"Mermaids can be mistaken for Sirens easily, causing them more often than not to be hunted and killed by fishermen. Unlike Sirens, Mermaids are harmless to humans, as well as incredibly intelligent, able to learn how to both understand and speak in our tongues. However, they are still seen as monsters, as they are well known for seducing men and dragging them down to the depths with them. While the men do survive and in turn transform into Mermen, they are lost forever to their families and loved ones."

Combat Tactics

"Though not encouraged, if a Witcher must kill a Mermaid, it is a relatively easy job. Mermaids do not put up a fight."

Midogaron

Classification

Canine

Occurence

Dry Plains and Rocky Outcrops

Height

Small

Temperament

High

Threat

Medium

Description

"Midogarons are vicious pack hunters, roaming arid areas for prey such as small mammals, lizards and insects. Although not a usual meal in their diet, a pack will attack and eat a human if one happens to wander into their territory, or simply if they are hungry and no other food source is nearby. Their distinctive orange fur is surprisingly an effective for of camouflage, blending them into rock areas where they will often ambush prey."

Combat Tactics

"While not a particularly large beast, the Midogaron can be a dangerous foe, whether alone or in a pack. While their claws are sharp and can cut into flesh with ease, the real danger is their terrifying fangs. Their main method of attack is to grab on to an opponent and sink their fangs into the victim's neck, piercing through the main arteries for a quick death. The Aard sign is effective to blow them off their feet and then sink your blade into them once they are grounded."

Mizutsune

Classification

Hybrid

Occurence

Jungle Cliffsides

Height

Small - Medium

Temperament

Low

Threat

Low

Description

"A strange mix of lizard, cat and flower, the Mizutsune loves nothing more than basking in the sunlight on a cool jungle outcrop. While they may appear to dangerous, they are rather passive creatures, happy to be left alone while they laze around and dine on a diet of small mammals and lizards."

Combat Tactics

"If a Mizutsune in threatened, it will hiss like a snake and the petals on its body will fully bloom. However, this is mostly for show, as while it is capable of biting, this bizarre jungle dweller can do little else."

Musium

Classification

Hybrid

Occurence

Shallows and Rock Beaches

Height

Tiny

Temperament

Docile

Threat

Low

Description

"Delightfully fluffy and huggable, Musiums make popular pets among the children of Skellige in particular. While still technically classed as a monster, the Musium is relatively harmless. Eating fish and clams, they are easy to cater to as pets and require little more care than food, water and the occasional attention."

Combat Tactics

"Aside from being able to nibble on skin, these delightful balls of fur pose as much threat as a dead fish."

Myconid

Classification

Flora

Occurence

Forest Floors

Height

Small

Temperament

Low

Threat

Low

Description

"One would be forgiven for mistaking the Myconid for a common mushroom if it wasn't for their size. Forest locals know not to disturb red coloured fungi, as a Myconid will pop out from beneath the ground. While not particularly dangerous, and unable to 'feed', they will disperse a purple gas which sends any would-be assailants to sleep."

Combat Tactics

"While it is never usually called upon to eradicate a Myconid as they do no bodily harm to humanoids, they can become problematic if a group of them next around a hunting ground or the like. If a Witcher is called to dispose, a few shots of Igni will suffice."

Najarala

Classification

Hybrid

Occurence

Deserts

Height

Small

Temperament

Medium

Threat

Medium

Description

"Is it a cat? Is it a flower? Is it an armadillo? Whatever it is, Najarala's prefer to be left alone. If disturbed, although not the most fierce of opponents they will defend themselves to their highest ability, and despite being covered in armour are quite fast."

Combat Tactics

"Sharp claws and a disease-ridden bite are these creature's main weapons. It can be difficult to damage them due to most of their body being covered in armour, but position a silver sword correctly, and you can ply the plates right off them, leaving their soft skin exposed for a kill."

Nargacuga

Classification

Hybrid

Occurence

Caves

Height

Small

Temperament

Medium

Threat

Medium

Description

"There are bats, there are wolves and then there are Nargacugas. These dog sized winged terrors hide on mass deep in caverns and grottos, feeding on whatever it is they can get their hands on. Their fur carries all sorts of ticks and parasites, making them a threat to anyone who stumbles upon them before they have even attacked them."

Combat Tactics

"While a single Nargacuga is of little challenge to deal with, a Nargacuga is never alone, often one of a huge number just waiting to attack. With sharp teeth, claws and super speed, they will attack in a flurry, shredding skin and bone until their victim bleeds out. Quen is essential when dealing with these flying beasts, and a Witcher will need constant stamina to both keep up with the monsters and replenish the shield. While a single sword stroke is capable of felling them, it must be timed perfectly."

Nekker

Classification

Ogroid

Occurence

Found in numbers across the world, prefers locations near roads.

Height

Tiny - Small

Temperament

Violent

Threat

Medium

Description

"A lone nekker is harmless. Five are dangerous. Ten can kill even a veteran monster slayer. Particularly troublesome are the larger, stronger individuals known as warriors, as well as the rare breed of nekkers known as phoocas."

Combat Tactics

"Individual nekkers are weak, easy marks compared to other monsters; Nekkers do not tend to fight as individuals. If you see one, expect anywhere from 2-10 more. Nekkers overwhelm their targets through sheer numbers, surrounding them, then pummeling and clawing victims to death. Even veteran witchers can fall prey to this.

When facing large groups of nekkers, take advantage of bombs such as Northern Wind or Dancing Star. Sufficiently powerful explosives can help thin out a nekker swarm with ease.

Aard can knock a nekker to its back, allowing for swift execution. Aard can also

knock over several nekkers at once, a good way to break through large groups of attackers."

Nightwraith

Classification

Specter

Occurence

No man's land has been the site of many battles, many unjest deaths. The growing presence of nightwraiths surprises no man or women.

Height

Medium

Temperament

Violent

Threat

High

Description

"Compared to other creatures of the night — katakans, nekurats and werewolves, for example — nightwraiths (and their rarer cousins, duskwraiths) might not seem all that dangerous. After all, one might ask, how much harm could a pale, withered woman in a tattered dress do? The answer: quite a bit. Instead of finding this out the hard way, avoid crossing fields and meadows at night at all costs.

Like noonwraiths, nightwraiths are only found in rural areas. Travelers fall victim to them most often, but if legends are to be believed they also sneak into huts at times and murder peasants in their sleep.

> *When they attack nightwraiths remain immaterial for most of the time, meaning physical blows pass right through them. They only take on more tangible form for the brief moments in which they strike. When weakened, they will create several projections of themselves which cannot attack directly but act as transmitters of sorts through which the nightwraith can sap her victim's vital energy.*
> *Nightwraiths can turn immaterial and are at such times very difficult to wound. In order to force one to take on corporeal form, trap it with the Yrden Sign or hit it with the blast of a Moon Dustbomb.*
> *Do not believe the old wife tales and think yourself completely safe from nightwraiths during the day. They appear under the light of the sun as well - but are much weaker then than after dusk."*

Combat Tactics

"Nightwraiths favor the dark. If you seek to claim a bounty on a nightwraith, you have to meditate until the moon hangs in the sky. Unfortunately, this is also when the nightwraith is at its strongest. If you are patient, you can find a nightwraith during the day, when it is at its weakest. Mostly incorporeal, a nightwraith must be made corporeal, either through Yrden, or Moon Dust bombs. When forced to become corporeal, silver swords can be employed to finish the wraith off.

Bombs and crossbow bolts can destroy nightwraith doppelgangers. When weakened, a nightwraith can split into three copies of itself. Destroy these with

all haste, during this state the nightwraith saps vital energy from nearby sources. Destroying the copies forces the real nightwraith to reveal itself."

Noonwraith

Classification

Specter

Occurence

No mans land and white orchard have seen an increase of noonwraiths wandering the land, as war continue to rage across the land.

Height

Medium

Temperament

Violent

Threat

High

Description

"On particularly searing summer days, when the sun reaches its zenith, wraiths will at times appear, resembling sun-scorched women dressed in long, white robes. These are noonwraiths — the spirits of young women and girls who died violent deaths right before their weddings. Driven mad with pain and anger, they wander the fields searching for their unfaithful lovers or backstabbing rivals, though they will kill anyone who does not get out of their way in time. They are often held in this world by some object of intense emotional significance. That is why, if one ever finds a wedding ring or torn veil in the middle of a field, one should not pick it up, but instead back away as quickly as possible.

> *Noonwraiths are only known to haunt rural places, and usually stay near the place of their deaths. They prey on peasants working in the fields or children playing nearby.*
> *Noonwraiths do not bleed and are for the most part immune to the effects of Witcher Signs. They can create mirror images of themselves which circle their victims in a kind of morbid parody of a dance. This ghastly ritual drains their victims' life energy while adding to their own strength. Noonwraiths are also able to manipulate the physical world to a limited degree, kicking up clouds of dust which temporarily blind and disorient their opponents.*
> *Noonwraiths can turn immaterial and are at such times very difficult to wound. In order to force a noonwraith to take corporeal form, one must first trap it with the Yrden Sign or strike it with a Moon Dust bomb. Once the monster has regained physical presence, one can mount a fast attack with a silver blade, preferably one coated in specter oil.*
> *Contrary to popular belief, noonwraiths can also be encountered at night, but are much weaker then than during the day."*

Combat Tactics

"Noonwraiths are similar in nature to nightwraiths, save for their preference of the sunlight, and a greater mastery of physical attacks. They can blind foes with dust they kick up.

Noonwraiths can also create copies of themselves when threatened, consuming

the lifeforce of their victims until they are destroyed. Bombs and crossbow bolts can destroy noonwraith doppelgangers. Yrden sign or the Moon Dust bomb forces a noonwraith to become corporeal and vulnerable."

Nymph

Classification

Relict

Occurence

Woodlands

Height

Medium

Temperament

Low

Threat

Medium

Description

"Nymphs are fabled women of the wood who control the power of nature and the hearts of men, being inhumanly beautiful. While usually very passive and wanting nothing more than to nurture passing male travellers, if angered Nymphs can become dangerous, calling on creatures of the forest and the Earth itself to attack."

Combat Tactics

"If one is to face a Nymph, they must first be aware of the creature's weakness to fire. Nymphs themselves are not particularly durable but will defend themselves in particular with barriers of thorns and vines. It is all a matter of patience while a Witcher makes their way through the obstacles before finally putting the Nymph down."

Ogre

Classification

Ogroid

Occurence

Caves

Height

Huge

Temperament

Violent

Threat

Substantial

Description

"Ogres are a particularly aggressive cave dwelling monster, and the bane of any treasure seeker or explorer. To come across one when not a trained monster

hunter is certain death, as these giants will meet any intrusion with bloodthirsty aggression. Scarily, this not only applies to humanoids but also to other monsters, even equally aggressive creatures such as Chorts and Fiends."

Combat Tactics

"Slaying an Ogre is a task that fewer have ever survived than those who have ever survived an encounter with one. While not armoured, their skin is incredibly thick, and a single blow of their fists is several times as powerful as even the strongest Witcher. They do however have one weakness: the small of their neck. The skin there is soft and vulnerable, and provided the Witcher can reach, plunging a sword into their lfesh at an angle will sever their spine."

Omega Chimera

Classification

Relict

Occurence

Elven Ruins

Height

Large

Temperament

Violent

Threat

Critical

Description

"The Elven Sages achieved many wonderful things with their blend of magic and science. The Omega Chimera was not one of them. The result of trying to remove a Chimera into three separate beasts, it instead further mutated the monster, causing it to evolve from a Hybridised creature into a true thing of nightmares. Of the three Sages involved in the experiment, only one survived, and abandoned the now forgotten ruin, sealing off the entrance."

Combat Tactics

"To this day the beast remains trapped and forgotten. If any were ever to uncover its resting place and face it, Melitele only knows how they would survive."

Orchidia

Classification

Flora

Occurence

Exotic Forests

Height

Small

Temperament

Medium

Threat

Medium

Description

"While an Orchidia may look interesting, it is advised to steer clear of them. A carnivorous Flora monster, while humans are not included in its diet, it is capable of spitting out a potent acid. While not fatal, the acid can burn through even skin and flesh in high quantities. As the plant is rooted however, steering clear of it is not an impossible task."

Combat Tactics

"When clearing out these pests, it is important to avoid the creature's front, as that is from where it shoots its acid out. Avoid the vines that may swing at you, but from then, it is a simple matter of uprooting."

Panther

Classification

Beast

Occurence

Jungle Lands

Height

Small-Medium

Temperament

Medium

Threat

Medium

Description

"Panthers are dangerous predators found in jungles. They are quick, agile and, like all cats, diabolically cunning. In many less-than-thoroughly-urbanized areas, folk still believe panthers are the stranded souls of those who die in their sleep. Superstition thus holds anyone perishing in this way should be dragged to the nearest woods and left there without a burial. The panther-spirit of the deceased may then devour its own body, thereby passing on to the nether realms. This belief must be eradicated by any means, for it leads to epidemics of cholera and other contagious diseases born of rotting corpses.

> *Besides, it is patently ridiculous, given panthers are not necrophages and will not consume carrion of any sort. They prefer more spry and lively prey, such as deer or even humans, provided they are not ill and do not stink too badly."*

Combat Tactics

"As soon as they enter open terrain, they leap to attack with astonishing speed, mauling their prey with their sharp claws, long teeth and the sheer force of their momentum.

Panthers are known to retreat mid-fight, yet do not let yourself be fooled into a false sense of security. This is but a ruse to allow them to attack again, by surprise. Never drop your guard until you see the animal drop dead.

> *Panthers are vulnerable to the effects of all the Signs, as well as bombs and*

oils.
Panthers are incredibly swift and able to sneak up on prey undetected to gain the advantage of surprise."

Plaga

Classification

Relict

Occurence

Ruins, Basements, Abandoned Buildings

Height

Medium

Temperament

Violent

Threat

Critical

Description

"Plagas are quite literally a nightmare come true. Hideously grotesque, devilishly fast and apex predators, they will hunt and kill indiscriminately, whether it be beasts, humanoids or monsters. Worst of all, Plagas hunt in packs. While they will kill most almost instantly, any who are unfortunate enough to survive an encounter with a Plaga but be scratched by them will eventually fall to an agonising infection, for which there is no known cure. Should the victim possess the will to fight the infection, then they too will become one of these horrors."

Combat Tactics

"A Witcher would be forgiven for not wishing to take on a contract involving a Plaga, for even with their enhanced abilities, the monster poses a deadly threat. While nocturnal hunters and completely blind, the Plaga 'sees' very much like a bat, with a sonar sense. It also posses enhanced hearing, smell and feel, far superior than that of a Witcher's. In addition to this already formidable monster, the tongue is coated in a paralysing toxin, that will attack the victim's nerves. Therefore Golden Oriole is highly recommended. It goes without saying that Quen is vital when fighting the horrors. While Plagas may be terrifying opponents with many strengths, they are extremely weak to fire. Stay alert at all times, as the pack will come at you from all corners and sides, being able to climb walls and ceilings with ease, and are smart enough to use their long tongues to disarm their attackers of weapons. Try and counter their strikes from above, which in turn will allow a change for decapitation and a quick end to the creature."

Plague Maiden

Classification

Specter

Occurence

Plague Maidens can appear in the wake of sickness to take the lives of many. In the aftermath of armies trampling battlegrounds, the disease that follows

death in war should make a Witcher alert for such monsters.

Height

Medium

Temperament

Violent

Threat

High

Description

"When plague ravages a region, a spirit will sometimes walk its lands, a ghost resembling an ill woman whose flesh rots off her bones and in whose wake crawls a cavalcade of rats. No one knows whether this spirit brings the pox with her or is merely drawn to it like a moth to a light. Yet it is certain that she delights in dealing pain and suffering, in hearing the howling and moaning of men.

> *Many have called into question the very existence of plague maidens, or pestae, as they are sometimes called. Only two sightings of such a creature have ever been recorded, both during times of raging epidemic.*
> *As the name "plague maiden" suggests, these wraiths take the appearance of females, though exactly why that is remains a mystery. Some speculate they, like other such specters, arise from the powerful emotional charge associated with certain circumstances of death, such as death preceded by a long and particularly painful illness.*
> *Not much is known about how to fight a plague maiden, though one can assume they possess many traits in common with other phantoms and wraiths. They undoubtedly pose a great danger, though a witcher's immunities should at least prevent him from catching the contagious illnesses they carry."*

Combat Tactics

"Also known as pesta, a plague maiden is one of the more indisious wraiths a witcher can come across. When provoked, pesta call forth clouds of plague-ridden insects that seek out their foes. The insect clouds can be destroyed with Igni or a slice of a silver sword. Aard can push the clouds back.

Plague maidens have fewer overt weaknesses compared to other wraiths, but are still vulnerable to Yrden. This can help keep the maiden still while you strike with a silver sword, but it also means you will be swarmed by the plague clouds."

Plesioth

Classification

Draconid

Occurence

Exotic and Jungle Skies

Height

Small

Temperament

Medium

Threat

Medium

Description

"The emerald scales of the Plesioth may be dazzling to watch, but I advise you not to gaze for too long, lest the beast spy you and decide you are a threat. These Draconids swoop down fast, as that is how they catch their prey of small mammals and lizards, but they are not afraid to attack humans, and in numbers. While not hunters of humanoids, these creatures are often reported as pests, disturbing explorers in particular, as they do not like sharing their territory."

Combat Tactics

"Although they are fast and adept at aerial acrobatics, Plesioths are not hard to dispose of. A blast of Aard will knock them out of the air and from there, a quick impalement will suffice."

Pokaradon

Classification

Amphibian

Occurence

Beaches to Far Out Seas

Height

Small - Medium

Temperament

Low

Threat

High

Description

"The Pokaradon is a curios creature. Bearing a resemblance to a fish, a seal and an elephant, it is relatively docile unless threatened, and it then becomes a threat not to be underestimated. An extremely heavy creature, it can put the force of its weight behind its blows, using its weight especially to crush its prey and attackers."

Combat Tactics

"Fighting a Pokaradon can be hard, as on top of being able to deliver serious punishment, they are highly durable and thick skinned, their bodies not being easy for a sword or any bladed weapon to penetrate. Quen is useful to protect yourself, as is Yrden, although they are not the fastest of movers regardless. As well as their physical blows, also be mindful of the tusks, which are strong enough to easily rip through skin and into flesh. "

Protofleder

Classification

Vampire

Occurence

Like Fleders, Protofleders shy away from

sunlight whenever possible, so are often found dwelling underground near to human settlements.

Height

Medium

Temperament

Violent

Threat

Substantial

Description

"Protofleders are relatives of fleders which came from the world of the Higher Vampires to our own during the Conjunction of the Spheres.

> *The members of this species are characterized by their considerable strength and agility as well as the strange glow they emit, a trait most likely tied to their otherworldly nature. Protofleders have never had significant contact with the outside world, having spent their entire time on our planet underground."*

Combat Tactics

"When Protofleders attack you, use a combination of dodges, Igni Sign and quick attacks on it and it will not be much of a problem. All you need to keep in mind is that it can leap.

Protof*leders as Ekimmaras are especially dangerous foes due to their ability to regenerate. They can even outlast a Witcher using the finest potions. Black Blood potions are an effective way to weaken any lower vampire, Protofleder included."*

Pteraketos

Classification

Aquatic

Occurence

Oceans

Height

Huge

Temperament

Docile

Threat

Low

Description

"Often mistaken for a whale, the Pteraketos is a giant-sized Aquatic monster that roams the oceans, and despite its monstrous size, is a relatively passive creature, happy to coast along and consume fish and other sea creatures as it goes. While there have been reports of Pteraketos consuming humans, it is likely a matter of the beast accidentally swallowing the unfortunate victims than attacking and eating them."

Combat Tactics

"As the creatures are not known for attacking humanoids and are happy to be left alone, reports of contracts on them are barely existent."

Rathar

Classification

Relict

Occurence

Deserts, Hiding Under Sand Dunes

Height

Large

Temperament

Violent

Threat

Substantial

Description

"Rathar are a desert horror, burying themselves under the sand while they wait in silence for prey to stumble across them. Non-discriminate, the Rathar will consume anything that moves near it, possessing a 'vibration sense' much like a snake. It will first shoot out it's tendrils, dragging the victim down into it's open maw and slowly digesting them alive."

Combat Tactics

"Combating a Rathar is no easy feat, as they rarely fully emerge from beneath the sand. While not a prospect to be relished, Witchers have achieved a quick result by allowing themselves to be consumed, and then eviscerating the creature from the inside."

Reaper

Classification

Specter

Occurence

Places where death lingers.

Height

Medium

Temperament

Violent

Threat

Critical

Description

"Whereas all wraiths are dangerous foes, Reapers are perhaps the most deadly of

them all. While they will not harm those who are full of life, the injured, sick and dying will become prime targets of the specters. Cloaked in black, wielding a large scythe and with an empty face, they have long been synonymous with death."

Combat Tactics

"While other wraiths can be disposed after some effort, the Reaper is much harder to eradicate. Corporeal aside from their very solid scythes, they can only be harmed by a Witcher who has resigned themselves to death. The phantom will then become solid, sapping the victim's soul before delivering the killing strike. Yrden will serve well, but only while the specter is in its physical form. Make sure to trap them then drive them back with your blade, avoiding their own attacks. One false move and they will take your head."

Rock Troll

Classification

Ogroid

Occurence

Rocky and Mountainous Regions

Height

Large

Temperament

Low

Threat

Substantial

Description

"If while hiking high in the mountains you come across a walking stone, do not think your eyes deceive you. Instead, draw your sword — for before you stands a rock troll. True, not every encounter with these creatures ends in a fight – while not particularly intelligent, trolls are capable of reason — but it is better to prepare for the worst. Otherwise, your hike might end not on the summit, but in their stew.

> *Trolls are able to use fire and simple tools, and some of them have even mastered the basics of Common Speech. Though linguistic nuances such as conjugations and declinations escape them, they are extremely fond of riddles, rhymes and all sorts of wordplay, a fact a witcher in possession of a bit of wit can use to his advantage."*

Combat Tactics

"If a fight proves inevitable, one must watch out for the stones these trolls throw with great strength and shocking precision. Their powerful, heavy fists also present a danger, for they can buckle even the sturdiest breastplate or cuirass. Since their backs are covered in a layer of rocky growth, blows delivered from behind will not do them much damage. They must thus be fought directly, standing face to face – and preferably armed with a sword covered in a fresh coating of ogroid oil. Some rock trolls can actually be reasoned with, making it possible for a witcher to avoid a fight altogether."

Rotfiend

Classification

Necrophage

Occurence

Battlefields or any location where a large number of corpses are in shallow graves or left out to rot usually in fog.

Height

Medium

Temperament

Violent

Threat

High

Description

"Rotfiends resemble decomposing human bodies that have been stripped of their skin. Their presence is given away by the overwhelming stench of the rot which gives them their name. Devourers are a particularly dangerous kind of rotfiend marked by an insatiable appetite for human flesh.

> *Rotfiends and devourers were once rarities, but in the present age of constant warfare and violence they have become a veritable plague, particularly around battlefields and in disease-stricken areas. Though they feed mainly on carrion, they will at times attack the living. They usually feed in large groups and thus present a danger to lone travelers – especially considering their speed, which is more than a match for a horse at full gallop. The rotfiend's decomposing body is filled with gasses which are poisonous even to those who, like witchers, are immune to most other toxins. These emissions are also highly flammable, meaning any spark, not to mention a carelessly-cast Igni sign, can lead to an explosion. This is particularly likely after a rotfiend dies, when its body thrashes around in uncontrollable tremors.*
> *Rotfiends and devourers feed in the twilight hours and at night, when they become much more dangerous than during the day."*

Combat Tactics

"Similar to ghouls and alghouls, rotfiends roam in packs. They are fast enough to run down horse riders, so be wary when traveling near known rotfiend haunts. The gasses building up within a rotfiend's body are highly unstable and become even less stable as combat with them wears on.

When a rotfiend begins to spasm uncontrollably in place, it could be a sign that they're about to explode. It is not safe to stand near these creatures, nor is it wise to try slaying them with a silver sword in this state. They will more than likely explode, possibly ending a witless witcher's career since the explosion does a LOT of damage if you're close to it. Igni can trigger rotfiend explosions quicker. This can be a useful attribute to exploit when confronted by multiple rotfiends. Their explosion will also affect enemies; when facing multiple rotfiends it is entirely possible to set off one and then get a series of explosions as others come into range."

Scurver

Classification

Necrophage

Occurence

Underground, but will venture above ground to feed on occasion

Height

Medium

Temperament

Violent

Threat

High

Description

"Scurvers are Rotfiends' larger cousins. The bodies of these hideous, vaguely humanoid creatures are covered in rotten scraps of flesh, under which lurk even more rotten muscles stretched around a strong, flexible skeleton. Scurvers, which feed on old, rotting corpses, prefer to make their hunting grounds in abandoned torture sites, forgotten graveyards, and old battlefields. They are very aggressive and, though they feed on corpses, if they come across a living person they are likely to attack. Thus when wandering near any of the above mentioned places, one must be especially cautious.

> *Scurvers usually feed underground, but sometimes, when they catch the scent of a human, they crawl to the surface in a matter of seconds and attack their potential prey.*
> *While fighting them one cannot afford to forget about their special boney spines, razor sharp protuberances sticking out from their skeletons. When a Scurver is near death, the gasses and enzymes gathered within its body cause it to explode, flinging these spines out at great speed, turning them into one last deadly weapon in their arsenal.*
> *To protect oneself against damage from these spines, one should make prodigious use of the Quen Sign."*

Combat Tactics

"The Scurver is very close resembles to the Rotfiend and the only difference is physical appearance, fight the same as you would Rotfiends. As mentioned above, use your Quen sign in order to protect yourself from the boney spine on the Scurver."

Shaelmaar

Classification

Relict

Occurence

Underground, unless lured out or searching for food.

Height

Large

Temperament

High

Threat

High

Description

"Shaelmaars spend most of their lives deep underground, having no contact with the world up above. At times, however, a shaelmaar will dig its way to the surface and devour any men within its reach. Some shaelmaars also burrow tunnels close to the surface, collapsing buildings and causing tremors in the process.

> *Since shaelmaars are blind, they find their way by sensing vibrations and listening for sounds. Thus the best tactic when fighting such a monster is to hurl something heavy or noisy against a nearby boulder or wall. Then pray silently that the beast will roll towards the sound and knock itself out upon striking into the obstacle."*

Combat Tactics

"As Shaelmaar is Relict category beast, usage of relict oil will help to deal more damage, especially after Shaelmaar's rolling charge. Dodge and attack while the creature is stunned. Prepare Samum bombs and use Aard to attract the beast to the walls. Quen helps protect a user, but a single hit can remove the protection.

Axii will momentarily stun Shaelmaar, but it can't be hurt in this state. Wait around the exterior edge of the arena and wait for Shaelmaar to use its armored charge attack. Bait the attack by staying far away from Shaelmaar, and wait near the walls so you can begin attacking immediately after it collides after a successful roll-dodge. After losing 2 / 3rds of its health, back-off and wait for the creature to complete its stone AOE attack."

Siren

Classification

Hybrid

Occurence

Coastal Regions throughout Velen and Novigrad, Skellige is also a major breeding ground.

Height

Medium

Temperament

High

Threat

Medium

Description

"Like skilled hunters setting out wooden ducks to lure in drakes, sirens and lamias lure men near—using their own bodies as decoys. They can transform to resemble beautiful human maidens, though with tails covered in silver scales instead of legs. Once a naive sailor gets within arm's reach of these beautiful creatures, their fair faces suddenly turn to fang-filled, fish-like maws, and lovely tails promising unknown delights become sharp, death dealing talons.

One legend claims sirens and lamias were once friendly towards men—and supposedly were even known (albeit on rare occasions) to accept some sailors'

clumsy attempts at courtship. In our day, however, they are decidedly aggressive, perhaps soured by the numerous kidnappings of carried out by frustrated sea salts. Whatever the truth, one thing is certain: these days the monsters display no signs of good will, and so when spotting them one should immediately reach for one's silver sword.

Sirens and lamias (the sirens' more dangerous cousins) usually hunt in flocks, making use of their numbers as well as their ability to move effortlessly through water and air.

On the ground, however, they are virtually defenseless, and so a wise tactic is to damage their fin-like wings to force them to land. The Igni Sign also proves effective when fighting against them. Threatened or injured sirens will let out a terrifying shriek, leaving their opponents stunned while they escape, and their sisters swoop down for an easy attack."

Combat Tactics

"Sirens work in packs, akin to harpies and their ilk. They have been spotted attempting to lure in victims by transforming their appearance to that of an attractive human woman, a deception that quickly ends the moment they become aggressive.

Sirens can move as quickly in water as they do in the sky. When sailing in siren-infested waters, expect to see the monsters transition from the seas to the air as they surround their prey.

Aard, Grapeshot, and a witcher's crossbow are enough to ground a flying siren. Sirens of all types are especially vulnerable to Igni, as well as any bombs that can set victims afire. It is possible to counterattack a siren as they dive out of the air at their target. This grounds them and can severely wound them.

As with the harpy, a grounded siren is a siren that has all but presented themselves for execution. Witchers presented with this opportunity should not hesitate.

Sirens prefer swooping on their prey, slashing with their claws, or tails as they sweep past their victims. They rarely stay still in the air, but are at their most vulnerable when they do so.

Wounded sirens can produce an ear-piercing screech that stun their attackers. Other sirens can use this moment to rescue their sister, diving in on the enemy and allowing their injured to escape."

Skeleton

Classification

Cursed Ones

Occurence

Throughout the World

Height

Medium

Temperament

Violent

Threat

Average

Description

"Skeletons are a result of necromancy, bringing back to life the bones of those long dead. While they do not possess the full intelligence of their past selves, they are able to wield weapons and strategise to a point, usually ganging up on a victim in groups as to overwhelm them. If the necromancer in question is defeated, the skeletons they have summoned will cease to be, breaking apart and falling back to the bone piles that they previously were."

Combat Tactics

"Any Witcher worth their salt should have little trouble dealing with skeletons, the easiest way to dispatch them being to use a strong gust of Aard to break their structure."

Slav

Classification

Relict

Occurence

Shadowy and Damp Areas

Height

Medium

Temperament

Violent

Threat

Substantial

Description

"Slavs are shadow hunters, and lurk in dark recesses until their unwitting prey appears nearby. Using their flesh-formed blades, they are able to slice clean through flesh, bone and even substances like wood with ease. As with their distant cousins Plagas, Slavs are extremely fast and able to traverse multiple surfaces, making them a difficult foe to engage in combat with."

Combat Tactics

"He who takes on a Slav is either incredibly brave or incredibly foolish. Incredibly dangerous to even a veteran Witcher, the Slav is hard to damage due to it's speed, and unlike the Plaga they are not heavily damaged by fire. The Yrden sign can be useful, as well as Quen to protect oneself, especially from the blades. Fortunately, the Slav's body is quite brittle and weak, and can be easily sliced with a blade, making acts such as bisection a good possibility."

Slicemargl

Classification

Canine

Occurence

Colder Regions

Height

Small

Temperament

Medium

Threat

Medium

Description

"Like most Canines, Slicemargls live, travel and hunt in packs. What distinguishes them is their white and blue fur, as well as the hard spiky quills adorning their head and front legs. While not hugely aggressive, they are very territorial beasts and will defend their homes and family with vigour, often from monsters twice their size."

Combat Tactics

"Along with most of their kind, Slicemargls are not particularly hard to kill, and will not put up an impossible fight. Nevertheless, they will attack as a unit like most dogs, but their quills will make them all the more dangerous. Cast Quen before they have the chance to strike and use Aard to knock them back before you counter with your sword."

Spriggan

Classification

Relict

Occurence

Uninhabited forests and woodlands.

Height

Large

Temperament

Violent

Threat

Substantial

Description

"Spriggans are a subspecies of the monsters known as Leshens. One is liable to come across them in inaccessible, unfrequented woodlands. They do not usually attack humans if unprovoked, but when irritated they can be quite fearsome, and, as they possess considerable strength, they are capable of doing great damage. Their appetite is such that they can devour more flesh than an army at a wedding.

> *Each spriggan has mastery over plants and is inextricably tied to them. Thus if someone destroys greenery in its domain, it immediately comes to punish the disturber."*

Combat Tactics

"If one is ever to engage with a spirggan, know that as with most woodland dwellers they are sucseptible to Igni, the flames will damage them and then the resulting burning will damage them further. Beware of their manipulation of the

woods themselves, lest an unsuspecting root wrap itself around your ankle as a jagged tree branch pierces through your chest."

Squibbit

Classification

Hybrid

Occurence

Forests and Woodlands

Height

Tiny

Temperament

Docile

Threat

Low

Description

"The Squibbit is an obvious hybrid of two of nature's most adorable and fluffy animals: the rabbit and the squirrel . Like rabbits, Squibbits make popular pets, particularly among young girls. Completely docile and easy to manage, their life is a cycle of eating, running around and sleeping. Much like that of a cat."

Striga

Classification

Cursed Ones

Occurence

Strigas need a hideout during the day, often choosing a sarcophagus in a forgotten branch of a crypt

Height

Medium

Temperament

Violent

Threat

High

Description

"A Striga is a woman transformed into a monster by a curse. She is filled with hatred towards all living beings, devouring them without a second thought. There is not much known about the curse that turns females into striga. The only well-documented example of a Striga's lifetime was that of Adda the White, daughter of Foltest, king of Temeria. She was cursed prior to her birth, then born a Striga. She and her mother, who did not survive the birth, were laid to rest in a single tomb. For seven years she grew inside the sarcophagus, only to emerge a creature of predatory instinct with the size and skill to carry it out. In order to lift the curse on a Striga, someone must prevent the Striga from returning to her

coffin by the third crowing of the rooster. Then she would be cured, turning into an ordinary little girl. Alternatively, if one can survive a night by the coffin in the Striga's lair, she may also be cured that way.

After a person has been cured from the Striga-curse, there is the chance that the person will not fully recover mentally, keeping part of the vicious and somewhat dull-witted nature of her previous Striga-form. However, there is also the implication that this is specific to Adda's case; being cursed before birth, she would have no exposure to humanity and thus had to learn speech, proper behavior, etc. at a much older age than normal.

There is also the chance of a relapse, turning back into a Striga. To prevent this, 'cured' Strigas wear amulets and participate in rituals designed to ward off the curse."

Tactics

"A Striga is a very strong and agile creature, but not as resilient as she might seem; she attacks by surprise and tries to tear opponents to pieces without giving them a chance to fight back; near her sarcophagus, a Striga is always stronger. Yrden is useful to catch and immobilise the beast. At times throughout a conflict, the Striga may revert to a more human mentality, fearing a Witcher, but do not let your guard down, for the beast will re-emerge soon."

Stygian

Classification

Worm

Occurence

The Korath Desert

Height

Gigantic

Temperament

Violent

Threat

Critical

Description

"The Stygian is a unique creature. While there are many Worm monsters throughout the world, the Stygian is the only one of it's kind, and by far the largest, dwarfing most monsters on the planet. Spending most of its time tunnelling underneath the sands and deep caverns of the Korath Desert, it will emerge to feed and also defend its desert territory when it senses travellers atop."

Combat Tactics

"Having clearly never been slain, little is known about the creature's weaknesses. The hardest thing to deal with however, would be the Stygian's immense size, with an average sized human being smaller than a single one of the creature's teeth."

Succubus

Classification

Hybrid

Occurence

Try to live close to their "prey", near towns and villages. Some Succubi inhabit cities.

Height

Medium

Temperament

Low

Threat

Medium

Description

"Unlike other monsters, succubi feel no desire to kill, do not crave human blood and usually do not, in fact, mean any harm at all. They are motivated by one thing and one thing only: an insatiable lust. They try in vain to slake this by engaging in sexual acts with any other humanoid species they encounter. While it must be admitted that their "victims" rarely put up much resistance, this does not mean succubi and menads do not present any danger: their never-ending advances, though pleasurable at first, have pushed more than one man to madness or even death.

> *Succubi and menads usually can be found near human settlement, including small villages and populous cities. They prowl at night, though when stricken by serious need they will leave their lairs during the day as well. They shower their affections on men as well as women, the young as well as the old, the ugly as well as the beautiful. Some of them are particularly fond of pastors and other holy men, whose seduction they treat as a sort of game.*

Though succubi are peaceful by nature, when forced to fight they will defend themselves fiercely. One should thus not be fooled by their fair appearance – under the velvety skin of their arms lie muscles of iron, and a blow delivered with their rear, goat-like legs or the thick horns on their head can easily crush bone."

Combat Tactics

"Clever witchers may be able to talk down a succubus, with stories of witchers seducing a succubus and allowing them to flee a region whispered among commoners. Should a witcher choose to slay a succubus, they must act quickly. Succubi are known for their surprising brute strength.

They can also be accomplished spell-slingers in their own right, commanding fire with natural aptitude. The simple flashes of fire that a succubus can call upon can disrupt any sword technique a witcher is capable of, and there is no defense save for Quen, or frantic rolls away from the flames.

Relentlessness is key. A succubus cannot be allowed to control a battle. Explosive bolts or Aard can disrupt their spell-weaving, Northern Wind can freeze them in place. A witcher will succeed in slaying a succubus if they can pin them down and unleash a flurry of silver sword strikes."

Sylvan

Classification

Relict

Occurence

Typically found closer to farms and larders where they can feed.

Height

Medium - Large

Temperament

Low

Threat

High

Description

"Sylvans and Yakshas, a kindred species, are extremely rare woodland creatures whose appearance combines traits of goats and rotund men. These beings usually pose little danger, for they limit their contact with humans to playing harmless (though often bothersome) tricks and eating crops from their fields."

Combat Tactics

"Sylvans are deceptive in appearance. That they are fat, and look clumsy, hides almost absurd amounts of physical strength. Melee combat against a sylvan is difficult, even for a witcher. Evade the physical strikes from a sylvan, do not attempt to parry or counterattack. Yrden can allow a witcher time to bring a silver sword into play, but a sylvan can counter this by breathing intense flames that melt through the best armor.

If close-quarters combat is not going well, you should be prepared to make use of long-ranged options. A powerful crossbow loaded with good bolts can keep you relatively safe, while still effective at slaying this beast."

Temnoceran

Classification

Arachnoid

Occurence

Caves and Woodlands

Height

Medium - Large

Temperament

Violent

Threat

Critical

Description

"The Temnoceran is perhaps the most dangerous of the Arachnoids. Blindingly fast, armed with lethal toxins and heavily armoured, few have ever survived an encounter with these horrors. Their webbing in particular is considered one of the strongest materials in existence, and even monsters with gargantuan strength caught in their traps have been known to give in after giving all their might to

escape."

Combat Tactics

"The first issue you will have to contend with when battling a Temnoceran is the monster's speed. Even for an Arachnoid, and considering its size, it is outstandingly quick, it's agility far outdoing even the most flexible Witcher. Close combat can be perilous, as not only is the monster clad in plate-like armour, but its bite emits a powerful flesh-eating toxin. Quen, Yrden and Igni are all greatly avised while one attempts to pry the shell from the monster, and then hack at it's soft body."

Tiger

Classification

Beast

Occurence

Jungles

Height

Medium - Large

Temperament

Medium

Threat

High

Description

"Like Lions, Tigers are beautiful but highly dangerous members of the cat family. Famed for their exotic coats, Tiger fur is a prized garment among the nobility, a sign of true elegance and style, as well as a sign of one being extremely rich, having to import the fur from Zerrikania. There are also reports of Zerrekanian royalty keeping Tigers as pets."

Combat Tactics

"Much like it's cousin the Lion, Tigers will kill by suffocating their prey, crushing the neck and windpipe. As long as you make sure to avoid the beast's swipes and lunges, fire will frighten them off and if it calls for it, a steel sword will finish them off."

Titan

Classification

Elementa

Occurence

Mountains

Height

Huge

Temperament

Violent

Threat

Substantial

Description

"Known as the 'King of the Elementa' by Witchers, the Titan is just as the name suggests, a titan. A huge mass of rock and ferocity, the Titan will generally attack anything in its vicinity. Easily often missed by wayward travellers due to its blending into the mountainsides, it spells a swift but painful death for any who happen to stumble upon it unaware."

Combat Tactics

"While a Titan is beyond intimidating and possess massive strength, it is painfully slow and has poor eyesight, giving especially agile Witchers a generous advantage. However, that will not make the battle any physically easier. Titans after all, are comprised of solid rock and taller than a Nilfgaardian tower. It takes a tremendous amount to bring one down, but as long as a Witcher is prepared for a drawn out fight, they will prevail."

Tusked Wyvern

Classification

Draconid

Occurence

High Cliffs

Height

Large

Temperament

Violent

Threat

Substantial

Description

"An enormous horned beast, the Tusked Wyvern is a fierce and terrifying creature, causing no end of problems to explorers and hikers. While they can be easily avoided by not venturing into their territory, sadly there are many folk who ignore the perils of the world. On top of the fact that the Tusked Wyvern will use its horns, tusks and mace-like tail to defend itself and attack aggressors, it is also capable of breathing fire."

Combat Tactics

"Bringing down a Tusked Wyvern is no small feat, as they are both extremely durable and highly aggressive. Far stronger than any Witcher, they can easily end a monster hunter's career and life with ease. As attacks will come in numerous ways, Quen is essential for combating the beast, seeing as they will be facing horns, tusks and even the creature's flame breath. If the Witcher can manage to climb atop the Wyvern, they will be able to attack the creature's spine, although staying atop may be hard."

Ulfhedinn

Classification

Cursed Ones

Occurence

Skellige Islands, dark and secluded areas such as caves etc

Height

Large

Temperament

Violent

Threat

Critical

Description

"Ulfhedinn are a breed of werewolf found mainly in Skellige. The harsh and barren conditions of the isles might explain why they primarily hunt men and are stronger than their continental brethren. Older and particularly dangerous ulfhedinn are called olrefs. Only a few daring warriors in Skellige history have managed to defeat an ulfhedinn, and each of them is commemorated in ballads as a hero to this day.

Like werewolves, ulfhedinn are active at night, particularly when the moon is at its fullest. Fast, strong, and amazingly resilient, these creatures kill with disturbing ease. Silver blades should be brought against them, as should Devil's Puffball. Take note that when near death the ulfhedinn becomes particularly dangerous and will attack with doubled fury, while calling on wolves to come to its rescue."

Combat Tactics

"These breeds of cursed ones are some of the fastest and most lethal. They can leap great distances at such speeds that it can be a challenge defending against them. Yrden is of great use in avoid these attacks. Counterattacks against a werewolf or ulfhedinn can be difficult to time. It is best to use footwork and evade them. When possible, use igni.

Setting these foes alight can force cursed ones to stay still long enough to score critical strikes on their flanks. Fire, bleeding, and poison effects can be used to slow the regeneration of these creatures. Avoid fighting werewolves in tight spaces if at all possible, since the speed of their assault can quickly overwhelm even high skilled witchers. Werewolves have incredible reach, and you want to have space to work with while fighting them.

Explosive bolts for a crossbow can be useful at dealing fire damage, should the werewolf be caught at range. Watch for the dual overhead claw swipe; it cannot be parried and causes grievous wounds and bleeding. Near death, ulfhedinn become extremely dangerous, striking with increase strength. They can even call upon a pack of wolves for assistance."

Undead

Classification

Cursed Ones

Occurence

-

Worldwide

Height

Medium

Temperament

Violent

Threat

Medium

Description

"Undead are the result of necromancy used on fresh corpses. Unlike Skeletons however, once reanimated, they will stay that way until slain, even should the necromancer be killed. Although they retain their bodies, the Undead are mindless beings, intent on a sole goal; to devour anyone in their path. With a insatiable craving for flesh, these cursed beings will stop at nothing as they search for anything on which to feed. Unlike old wives tales and legends speak of however, if one is bitten by an Undead, they too will not also fall to the curse, but rather have to resign themselves to a horrendous and painful death as they are devoured alive.."

Combat Tactics

"While they are suprisingly durable, able to lose limbs without as much as a notice, thankfully the Undead are not hard to dispose of, as a simple decapitation will work. They are also weak to fire, and when in large groups, Yrden can be used to hold them in place. Be sure not to let a group swarm you, and all should be well."

Undead Alpha

Classification

Cursed Ones

Occurence

Worldwide

Height

Medium

Temperament

Violent

Threat

Substantial

Description

"If the Undead weren't scourge enough, an Undead Alpha is a walking nightmare. Raised from the corpses of fallen mutants, while exceedingly rare, the Alphas are far more deadly than their non-enhanced brethren. Their standout difference from the horde the fact they are able to manipulate their entire body into tendrils, spikes and other deadly forms."

Combat Tactics

"While they share the same weaknesses as their lessers, Alphas should be treated

with far more caution. They are stronger, faster and far more lethal."

Unicorn

Classification

Relict

Occurence

Found in Forests, particularly by bodies of water

Height

Large

Temperament

Low

Threat

Medium

Description

"The Unicorn is a fabled creature, with many doubting their existence. With only few having claimed to actually have come across one, these sightings are usually put down as the ramblings of madmen. However, the beast is very real, although extremely elusive."

Combat Tactics

"While a largely docile creature, a Unicorn can become dangerous if threatened or spooked. With powrful muscles, it can deliver a punishing kick or a violent charge, and also use the horn atop its head to gut it's attacker. However, such occasions are rare and as with Dragons and Kirin, Witchers will generally refrain from slaying a Unicorn."

Venomous Arachas

Classification

Insectoid

Occurence

Woodlands and Swamps

Height

Large

Temperament

Violent

Threat

Substantial

Description

"Though all arachasae are highly venomous, this breed produces an especially strong toxin. A few drops are enough to kill a grown man — unless that man is a witcher, whose mutations will neutralize small amounts of this venom. Large quantities, however, will kill anything they touch, with mutations only prolonging

an inevitable and painful death in such instances."

Combat Tactics

> *"Venomous arachasae produce colossal amounts of this toxin and deploy it during combat in many ways. Before striking a venomous arachas will cover its pincers and teeth with a thick coating of the deadly liquid. It will then squirt the venom at its opponent to weaken it, and once locked in direct combat, will continue spraying the noxious ooze all around itself, meaning every breath brings its victim closer to death. Like other members of this species, venomous arachasae use prehensile feelers to grab and immobilize their prey. When attempting to fight such a creature a witcher should drink Golden Oriole, which will reduce his body's vulnerability to poison, and then attack from a safe distance with crossbow or bombs before dealing the finishing blows with a silver sword enhanced with a coating of insectoid oil."*

Water Hag

Classification

Necrophage

Occurence

Battlefields or any location where a large number of corpses can be found in shallow graves or left out to rot. Water hags prefer to be closer to a water source.

Height

Medium

Temperament

High

Threat

High

Description

"Some tales mention water hags and swamp bints masquerading as lost old women to lure travelers back to the rickety shacks they build in the wetlands. In truth, only a blind man, or a sighted man blinded with drink, could mistake the rank sludge and rotting carrion of a water hag's den for a cozy cottage, and the hideous hag herself for an innocent grandmother. Their wrinkled, wart-covered bodies stand nearly two yards tall, with skin the color of a long-dead cadaver and stinking of muck and fish. Bony growths two spans long stick out from their backs, with hair like a tangle of seaweed and claws that would make a werewolf proud completing the picture."

Combat Tactics

"Water hags can 'swim' through mud as swiftly as they can through water, and they can use this to ambush their prey. Slow the water hag down with Yrden. A clever witcher can catch a hag with Yrden just as it bursts from the ground, allowing plenty of time to savage it with their silver swords.

The brutal power of a water hag may be familiar to those who have faced a grave hag, but possibly more threatening is their ability to throw balls of mud at the faces of their opponents in order to blind them, and they do this with frightening accuracy. Witchers must keep their eyes focused on a water hag attempting this maneuver so they can evade it with time to spare.

Water hags have been known to work alongside drowners, making these ancient hags some of the most dangerous monsters. In these situations, it may help to carry Dragon's Dream bombs. Combining them with a shot of Igni may set the hag and the drowners on fire. Northern Wind bombs are another way to contain a water hag, freezing them and making them more susceptible to physical harm. Axii also works quite well on the Water Hag to stun it, letting you land multiple attacks on them."

Wendigo

Classification

Relict

Occurence

Snowy Regions

Height

Large

Temperament

Violent

Threat

Substantial

Description

"The Wendigo is a hulking brute of muscle, claws and bony shards erupting from it's back. Incredibly violent and powerful, they will attack anything on sight, such is their lust for carnage. While they feed mainly on the animals of the region, they will not spare any wandering humanoids."

Combat Tactics

"Where the Wendigo excels is in brute strength, able to easily smash through trees as it wanders through the forests. Whereas most monsters with gargantuan strength are let down by their limited intelligence, unfortunately it is not so with the Wendigo. Fiendishly intelligent, they are highly adaptable monsters who will learn tactics, manoeuvres and patterns, as well as being able to create ambush situations and the like. While not highly vulnerable to it, the Wendigo can also be pressed by a blast of Igni. As with most monsters, the Wendigo's weak point is it's spine, although if a Witcher were to take the Wendigo's eyes out, it would limit them hugely, creating an opening."

Werewolf

Classification

Cursed Ones

Occurence

Werewolves are lycanthropes, which means that they are shapechangers; humans transform into werewolves as a result of curses; the creatures lurk near human settlements

Height

Large

Temperament

Violent

Threat

Substantial

Description

> *"Neither animal, nor man, the Werewolf takes the worst from both species: the bloodlust and primal nature of a wolf, and the ruthlessness and cruelty of a human. One becomes a Werewolf as a result of a curse thrown by a witch - the change itself is uncontrollable and unwilling. A man who transforms back to his human form can't usually remember the atrocious acts committed as a werewolf.*
> *Werewolves are creatures of the night and they are especially active during the full moon. They usually go hunting alone, as there rarely is an opponent that can match their strength, agility and fast health regeneration. If a Werewolf actually encounters an enemy that has equivalent strength and can fight a fair fight, the creature can call for wolven reinforcements that will come to its aid. A good way of dealing with werewolves is a sword covered with oil to combat cursed creatures, or a Silver Bomb that will temporarily block the creature's regenerative power."*

Combat Tactics

"These breeds of cursed creatures are quite fast and very lethal. They can jump great distances and at such high speeds that defending yourself against one can be challenging at best. Utilising the sign Yrden can be one of your best tools in avoiding their attacks.

When at all possible, try using Igni to set them on fire, this can force them to remain still long enough to gain extra critical strikes against their flank. Fire, bleeding and poison effects can also be used to slow their regeneration down. Axii also works well for the stunning effect."

Wight

Classification

Necrophage

Occurence

Cemetaries, Tombs and Mass Graves

Height

Medium

Temperament

Medium

Threat

High

Description

"Though wights are ghastly and threatening in appearance, one should not approach them with sword drawn or attack them unprovoked. Left alone, they present no serious danger to anyone and are far more interested in mixing

noxious brews in cauldrons than in fighting. This species mainly lives around ancient burial sites, though they have also been spotted near more recently-founded cemeteries and wherever mass graves can be found.

> *Wights spend the winter months in a state of lethargy very similar to human sleep. They live strictly solitary lives -- in fact, it is practically unheard of for these creatures to appear in groups. Yet when they fear their territory is threatened (and it is enough for one to step foot in a wight's territory for it to feel threatened), wights transform into dangerous foes and even abandon their solitary ways to summon other monsters to their aid."*

Combat Tactics

"It is a certainty that if a wight finds itself in danger, it will immediately spew out an ectoplasmic solution which near instantaneously transforms into barghests. These beasts obey the wight and attack anyone it deems a foe. If one of them is killed, the wight tries to replace it at once.

> *The best strategy when fighting such a wight is to take out the monsters guarding it with the Axii sign before attacking the wight itself. Wights are resistant to poison, but vulnerable to silver."*

Wild Boar

Classification

Beast

Occurence

Forests and woodlands

Height

Small

Temperament

High

Threat

Medium

Description

"These woodland beasts are as "wild" – untamed, nasty and aggressive – as their name indicates. To this day, many peasants in outlying villages believe wild boars persist on a diet of young maids, though in truth they most often slate their hunger with roots and acorns. Do not think this vegetarian diet makes them harmless, however. In fact, these animals' stout build and sharp teeth render them veritable fur-covered combat machines. Mother Nature has additionally equipped them with dual pairs of tusks - upper "pipes" and lower "sabres" - and this weaponry's sum effect is to make the beasts the terrors of the woods, a threat to all who venture or dwell there, human, humanoid and otherwise. Boars also have hard, club-like snouts, which some peasants call their "whistles," though no boar has ever been heard to make such a noise. Instead, they emit a characteristic grunt, which sounds to some like the snoring of an extremely overweight man. Another peasant belief claims boars have extremely prickly natures, and, if offended, will vent their anger by knocking down fences and gobbling up potatoes. Though they sometimes live alone, boars usually appear in small groups of 3 to 5 specimens."

Combat Tactics

"While boards are not the hardest adversary to kill, caution should still be taken. Their charge can prove deadly and many a man has found himself impaled by their tusks as a results of his over confidence. As with most non-magic creatures they are highly sucseptible to signs, bombs and of course, good old steel."

The Wild Hunt

Classification

Specter

Description

"The Wild Hunt is a group of specters, led by the King of the Wild Hunt, which is considered to be an omen of misfortune and death. It is said to appear mainly, but not exclusively, during the winter. The Wild Hunt can appear in the sky as a harbinger of war and other misfortunes; some believe it to be simply a magical phenomenon and not a horde of specters; elven sources refer to it as the Red Riders."

- To look upon the riders is perilous. It is also considered an omen of death, as the riders are the souls of the dead themselves.
- The appearance of the Wild Hunt is also an omen of war, and signifies the coming of war or tragedy.
- The abductions or disappearances affiliated with the Wild Hunt are most common during or before times of war.
- Although Eredin and his followers were all defeated by geralt, the Wild Hunt has since reformed under a new and far more terrifying leader, bent on complete domination of all.

Wolf

Classification

Beast

Occurence

Most wildreness areas across the world

Height

Small

Temperament

High

Threat

Medium

Description

"Once upon a time wolves were the absolute rulers of the forest. Men used them to frighten children, while adults, too, trembled at the sound of their howling. Post-Conjunction monsters not only pushed wolves into the deepest wilds but also took over their place in human nightmares. Yet this does not mean the old predators ceased to be a danger. Wolves do not have a drop of magic within them, breathe no fire and spit no acid, but that in no way stops them from killing

unwary travelers and hunters.

Particularly dangerous are wargs, a nasty and ferocious subspecies of wolf, and the snow-white wolves which today can only be found in the wild highlands of the Skellige archipelago.

Wolves usually feed in packs counting from a handful to over a dozen members, though some particularly strong males hunt alone. Though wolves are weaker than many post-Conjunction monsters, they make up for any lack of strength with their intelligence. When fighting them one must be especially careful not to become surrounded. The presence of wolves can also signal more serious trouble – these predators often share their hunting grounds with werewolves and leshens."

Combat Tactics

"Wolves hunt in packs and coordinate with one another in order to surround their choice of prey. Beyond this group coordination, wolves are similar to dogs in the manner which they attack. The pack leader is typically the alpha of the pack and the highest level, occasionally the leader will be a Warg as opposed to just a regular wolf.

If one finds themselves surrounded, you can use Igni and Aard to try and drive the pack off, even if just for a moment, which allows the Witcher to recover some of their stamina and/or regain control over the fight. Leshens are able to command entire packs of wolves to aid them in battle. The wolves that are summoned by a Leshen must be fought with silver swords."

Wraith

Classification

Specter

Occurence

Can appear near cemetaries, haunting recent battlefields, or other scenes of violent death or protracted suffering.

Height

Medium

Temperament

Violent

Threat

Substantial

Description

"Clerics and scholars are forever debating whether spirits do in fact journey to another world after death, one where eternal joy or suffering awaits. Both groups agree, however, on what happens to spirits who, for one reason or another, remain in our world after their body breathes its last: they transform into wraiths. To hear their mournful howls, one can surmise this is not a fate to be envied."

Combat Tactics

"Relatively fast frontline melee fighters, Wraiths can do serious damage if they get in close. They do turn incorporeal occasionally but this serves more as a short-range teleportation than anything else. If they do teleport while they are

somewhat close to you, dodge. In any direction. They like to teleport right next to you and immediately start swinging, inflicting heavy damage in an instant if they catch you.

A wraith attacks victims with sword in one hand, and a lantern in the other. Like other wraiths, these spectres can turn incorporeal at any time, so Yrden and Moon Dust are useful tools.

Skilled witchers have been able to counter a wraith's sword with their own silver blades, even while they are incorporeal. Wraiths can turn immaterial and are at such times very difficult to wound.

One can, however, force them to reassume a physical presence by trapping them with the Yrden Sign or by hitting them with slivers from a Moon Dust bomb. As with any such ghostly being, one should fight them using silver swords, preferably ones smeared with a thick coat of specter oil. Note as well that wraiths are particularly dangerous on moonless nights."

Wyvern

Classification

Draconid

Occurence

Wyverns have been spotted nesting in north-eastern Velen, though it must be stressed that these beasts are highly-adaptable, and have been sighted across the entire Continent and the Skellige isles.

Height

Large

Temperament

High

Threat

High

Description

"Wyverns are often mistaken for dragons, and, though they are much smaller than their more famous kin and do not breathe fire, they are likewise extremely dangerous monsters. Especially feared are the so-called royal wyverns who, like their namesake monarchs, are exceptionally ornery and extremely deadly."

Combat Tactics

"Wyverns are quite venomous, they are able to spit their venom from a distance and even inject it directly into its victim through the stinger on the end of its long tail, the use of Golden oriole can prevent it from incapacitating you. They will fly around their prey, well beyond Crossbow range, before they will swoop down at break neck speeds in an attempt to claw at their victim.

Aard and Grapeshot can bring a wyvern to the ground, though they are tough enough to be resistant to Crossbow bolts, but other more lethal munitions can force it to the ground.

Once on the ground a wyvern will prefer to strike with the talons on its feet, its teeth and its tail. It is possible to parry the bites, but if unsuccessful the

consequences can be deadly. The don't appear to be very good at dodging while on the ground; an unending series of Fast attacks has been seen to keep them off balance so they don't attack right to the point that they die."

Zeugl

Classification

Worm

Occurence

Zeugls live in filth, in sewers or waste dumps; they should be disposed of while they are young and small — a fully grown zeugl is a formidable adversary, even for a witcher.

Height

Large

Temperament

Violent

Threat

Medium

Description

"The zeugl is the best example of a monster that has grown accustomed to human settlements. The beast feeds on the waste and filth produced by the city, so it need not hunt or fight to survive. It simply grows and gradually becomes a danger to people. This shows how detrimental continued degradation of the natural environment can be in the long run. Therefore, I implore the reader: respect nature."

Combat Tactics

"They shower their opponents with numerous tentacle hits. To stand a chance at even harming a zeugl, one should first remove the tentacles before delivering a fatal strike to the brain, or even better, decapitating the beast."

Zinogre

Classification

Elementa

Occurence

Stormy Regions

Height

Large

Temperament

Violent

Threat

Critical

Description

"While not as powerful as the male, the Zinogre is still an incredible threat to anything or anyone that comes across her, humanoid, monster and Witcher alike. Like her male counterpart, the Zinogre conducts lightning and uses it with deadly force."

Combat Tactics

"Dimertium bombs are essential to negate the lighting, as with the Grand Zinogre, and Elementa Oil is much needed to combat this monster. Agility is what is needed most in this fight, as between the claw and tail swipes, and the lightning blasts, staying still is certain death. As with the male, the spinal cord is the weak point, but getting to it is the challenge."

Zorse

Classification

Beast

Occurence

Drylands and Tropical Regions

Height

Medium

Temperament

Docile

Threat

Low

Description

"The Zorse is one of the totem symbols of Zerrikania, the East's version of the Horse. While the beast possesses no standout talents or monstrous features, it sparks a debate which to this day still rages on: White with black stripes or black with white stripes?"

Categories

Community content is available under CC-BY-SA unless otherwise noted.

EXPLORE PROPERTIES

Fandom

Muthead

Fanatical

FOLLOW US

About

Careers

Press

Contact

Terms of Use

Privacy Policy

Digital Services Act

Global Sitemap

Local Sitemap

Support

Help

ADVERTISE

Media Kit

Contact

you and never miss a beat.

The Witcher: Rising Flames Wikia is a FANDOM Games Community.

VIEW MOBILE SITE